

ENCOUNTER ROLEPLAY
PRESENTS

THE NORTH SEAT



BOOK ONE

HOSTADD, OUR HOME

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AN INTRODUCTION TO THE AXIUS AND AN
ADVENTURE MODULE FOR THE
"WORLDS GREATEST ROLEPLAYING GAME"

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THE FIRST TALE

"None begin their life a hero. Some start as warriors, trying to make a name. Others are simple goat herders forced into greatness. What is common to all heroes is that their stories start with conflict, heralded by omen.

If a hero is to rise, now is the time. The Speakers are missing or silent, and our town of Hostadd is without their godly guidance. Without the bounty of the sea, the people of Hostadd are forced inland through the Ember Forest to find food for our winter's reserves.

"Our tale begins with a collection of untested hunters out in the chilly, autumnal forests north of Hostadd. The colorful birch trees contrast greatly to the deep green of pines. From across a small, babbling stream the hunters notice a small team of boars crunching on the fallen apples of a nearby tree."

COMBAT ENCOUNTER – BOAR HUNT

Across a small stream there are a team of boars. The exact number should reflect the number of members in the party. The boars should be out in the open, while the shield boars should be hiding in the foliage.

Party	Encounter
3	2 Boars + 1 Shield Boar
4	3 Boars + 1 Shield Boar
5	3 Boars + 2 Shield Boars
6	4 Boars + 2 Shield Boars

Tactics. While typical boar are likely to run away from large pack-like animals (such as the hunters), these boar are led by Shield Boar, intelligent and charismatic boar who teach their teams to fight. Under the command of a Shield Boar, boars will continue to fight, attacking whatever enemy is closest, until they have used their *Relentless* feature. Once expended, a boar flees. Shield boars will not flee until every other boar is either dead or have escaped. Shield boars will prioritize enemies attacking wounded boars, provoking attacks of opportunity if they can use their *Charge* feature.

Postliminary. Depending on the party's luck and skill, they may want to take a short rest at this point. During this time they can clean their kills, begin tanning leather and various other odds and ends players are bound to want to do. Let hunters make skill checks to see how quickly they work. Useful skills might be Nature or Survival, as well as any relevant tool proficiencies such as Leather-working, Cooking, or Alchemy. Over the course of the hour, any player who succeeds a DC 12 check obtains one of the following, relevant to their check. Failure allows you to have half of the value, while succeeding a DC 17 allows you to have double, or select two.

- 10lbs of Cured Leather (to be Tanned later)
- 30lbs of Cured Boar Meat
- 10lbs of Lard
- 10gp worth of Spell Components

In addition, all hunters have a wild boar filled lunch regardless of their check.

Towards the end of the rest, roll a d20. Players with a Passive Perception higher than that number begin to hear a faint clicking noise from the south-east. If alarmed, players have three turns before the next encounter. Otherwise, they begin Surprised.



DANGEROUS ENCOUNTER – EVEN BRAVERY HAS ITS LIMITS

Bumbling carelessly out from the brushes comes a large creature with the body of a walrus, the face and feet of an eagle and two large, curved, razor-sharp bones protruding from their arm-flippers. It clicks into the air before starring at you with grim, cloudy eyes before ripping saplings aside as it tears towards you.

From the south-east a large creature appears. At this point the players need to determine if they want to fight or flee. A History or Nature check (DC 13) would inform the players that this is a Hook Horror, a creature that has found the end to many hunters' tales. Encourage them to flee and begin **Skill Montage - Fleeing Horrors**. They can flee at any time during this fight if they choose to stay initially.

If the hunters succeed in defeating the hook horror give each player a +1 to their maximum health points and then two more hooked horrors arrive in 2 turns.

SKILL MONTAGE - FLEEING HORRORS

Loose ropes and unbound packs jumble behind you, nearly falling out into your footprints. As you look back you can see the hook horror stopping at the slain boar scraps and begin to feast on the beast. But before you can breathe a sigh of relief, another one of the creatures erupt from the brush with their maddening clicks following you with each quickened step.

This is a Skill Montage requiring a number of successes equal to the size of the party + 2.

Goals: Evading, Speed, Tricks and Traps

Starting DC 11 with a ±2 variance depending on reasoning. Once the party succeeds, calculate the number of failures each member of the party had. They take damage equal to that number due to bumps, scrapes and close calls from the Horror. If the party as a whole had more failures than it does members, the party gains one level of exhaustion.

Postliminary. After the party “succeeds” at not being eaten, ask the player that made the most successes during the skill challenge (thematically, usually the person who ran the best and is in the lead) to roll a Dexterity saving throw (DC 12). On a failure their foot begins to sink and they fall into a sinkhole. They take 1d6 falling damage, are prone, and completely wet. On a success they can catch themselves onto the side of the hole.

SKILL CHALLENGE – THE SINKHOLE

The person who has fallen into the sinkhole does not have enough time to climb out before the hooked horrors can catch up.

Skill Montages.

Skill Montages are meant to provoke a player's creativity and offers a good reason to role-play their character. The “variance” in the DCs is meant to be a guide to reward players coming up with good ideas, or for making ridiculous ones less likely to succeed. Both may include elements that you hadn't thought of or aren't obvious in the situation. Roll with it unless it would break something in the future.

The most important thing here is to follow the ideas of “Failing forward.” Failure in a skill challenge does not impede the story, but adds to it.

Additional Rules. A phase is a scene with its own goals. A skill challenge may be composed of multiple phases. A character can not use a skill twice in any single phase of a skill challenge, it being reasoned that they have already used that skill to the best of their advantage. If a party member fails at a skill check, no other party member may use that skill for the rest of the phase. (The Hooked Horror skill challenge only has one phase, “Fleeing.”)

Example. A player wishes to roll Survival to find their way easily through a deer trail. Success means that they do so, allowing them to move a bit quicker through the tight trail to avoid the Hooked Horror. Failure wouldn't mean he couldn't do so, but maybe they trip and tumble forwards, catching themselves to their feet in the nick of time just before the Hooked Horror arrives. Or maybe the trail has a bush of poison ivy in it, distracting the character. This is your chance to be creative too!

Inside the sink hole a pool of water reaches a foot high. To the left there is a small system of darkened caves with a faint, but familiar clicking sound echoing from within. To the right there is an out of place hewn stone door. It is solid and its hinges packed with dirt and roots. Across its face are shallow gashes where it looks as if something tried to claw its way in and failed.

Each hunter begins with one check. The character who fell into the sink hole receives an additional check. Every other hunter can receive an additional check if they decide to jump into the pit instead of safely climbing down. Those who jump become completely wet and take 1d6 falling damage unless they can succeed a DC 10 Acrobatics check.

Opening the Door - The door will require some work before it will open. The hinges need to be cleared of dirt before fingers and tools can be jammed into the sides of the handle-less door. Lastly, the door will need to be opened and closed after the whole party gets inside.

Skills Required (Sequential) - Sleight of Hand (DC 10) or Relevant Artisans Tools (DC 10) [1]; Athletics (DC 12) [2] (makeshift lever grants advantage); Empty Check (to move inside) [1]; Athletics (DC 10) [1]

Completing the Sequence gets everyone inside and safe

from the hook horror.

Holding the Creature Off - Likely the hunters may need more time. Any hunter can attempt to hold off the hook horror without expending a check.

Skill Required (Independent) - Acrobatics (DC 14) [2]; Athletics (DC 14) [2]; Deception (DC 12) [2]; Intimidation (DC 12) [2]

Regardless of success, each hunter gains one check. If a hunter failed at Holding the Creature Off, the hook horror gets to make an attack against that hunter (+6 to hit, 1d6+4 slashing damage).

Postliminary. With the hooked horror scratching fruitlessly on the other side of the door the hunters find themselves in total darkness, but alive.

THE LORD'S RUIN

Through the flickering of torchlight and heaving of breaths you can see an extending corridor. Its walls were once entirely stone tiled, but earth and root have found their ways inside and discarded loose tiles to the floor. You are underground, you are certain, but the air doesn't feel as stagnant as you think it should be. In the distance, there is the sound of trickling water.

1 - ABANDONED CAMPSITE

Not far into the hallway is a small room to your left. Inside are the ashes of an old campfire, and the skeletal remains of a Norman warrior lie crumpled in the corner.

If the party requires a rest this is a terrible place to do it. Let them know that this is an underground environment and that nightmarish creatures are known to lurk at night. If they do take a long rest, roll on the Random Encounter Table (Southern Norrsate (Subterranean)).

Onward. As the hunters continue along the hallway it opens up into a much larger area.

2 - RUIN ENTRANCE

In a combination of time and unusual geometry, this area appears to be the ruins of some lost construction. Its unusual shapes, unusable corridors and unstable archways all point at this being a Lord's Ruin. The Tales say that these ruins were once a laboratory of the Lord in the earliest of eras as he attempted to understand and refine his own Laws.

Passing across your path is a small brook. The small rocks that dot its crossing are slick and covered in moss, as are most of the walls and abandoned pillars. The air here is chilly and a slight draft passes you, heading deeper into the ruin.

Skill Challenges

Where Skill Montages ask a players and the GM to come up with a story together in a very loose system Skill Challenges test a character's abilities directly, providing immediate benefits in successes. At the beginning of a Skill Challenge each player is given a number of checks that they can make.

Independent Tests. These tests are not linked to any other checks required, and each success either provides with an immediate reward, or is attributed into a pool of required successes. Their format is <Name of the Skill> (DC Required to pass) [Number of times it can be completed]. So a character could pass an Athletics test twice if they rolled a 13 and 16 on an Athletics (DC 12) [2] test.

Sequential Tests. Much more serious are sequential test which require that each skill be used consecutively to pass. Their format is <Name of the Skill> (DC Required to pass) [Number of times it needs to be passed before you can move on]. They need not be passed by the same person, but they do need to all be completed before success of the test is awarded.

Creative Thinking. Just because the system is laid out doesn't mean you shouldn't reward critical thinking. If a player wishes to complete a challenge in a creative way, come up with DC and let the player spend one of their checks to roll the skill they think will help in the situation. If they succeed, either reduce the DC of all future checks of that Test, or give the next player to make a check Advantage.

Smaller or Larger Groups. If you are running the adventure with smaller or larger groups, feel free to remove or add steps to your liking.

Investigating the Area.

-The moss: Nature (DC 10). It is a simple, non-dangerous green moss.

-The brook: Nature (DC 10). The water looks clear and suitable for drinking.

-The brook: Perception or Investigation (DC 11). Following the brook to the end where it slips in between a crack in the wall is a small pool with many cracked, ceramic pots slick with moss. Inside the pots is old, stagnated water with a thick film of algae floating over it. Among the pots there is a small, calcified brass bowl. (If cleaned this could later be used as a "Brass Brazier" material component or traded with Amirah for 5gp.)

Onward. Before the players attempt to head further into the ruin, have them determine marching order and who is holding light sources. Have the player in the front make a relevant check for navigating the twists and turns of the Ruin. A following character can assist them. A roll below 10 takes the hunters an hour to proceed to the next zone. A roll of 10 or above takes them half an hour. A roll of 15 or above takes 15 minutes.

3 - AUDIENCE CHAMBER

The passageways of the Lord's ruin seem almost purposefully misleading. There are staircases that curve so you fall off them, hallways that become smaller the further you walk down them, and one pathway that has no obvious end. After some time you arrive in a large room that looks as if it were once bowl shaped, but the smooth upward curves have been chipped away to make small flat areas. The walls are covered in the same film of moss, the floor is covered with dust and there is the musk of long forgotten carcass.

In the center of the room stands a small wooden platform that looks as if it would fall at any moment due to shoddy construction and mold. At its base grow many mushrooms. Somewhere, echoing off the round walls is the sound of a rhythmic humming.

Investigating the Area.

-The moss: Same as in the Ruin Entrance.

-Chipped walls: Int: Mason or Int: Leatherworker (DC 12).

These looked to be seats chipped into the walls with primitive tools. Some of them are lined in the untanned hides of small game, smelling slightly of putrefaction.

-Dust: Wis: Survival or Int: Nature (DC 12). There are small, fresh tracks in the dust that appear to be similar to goose track. Geese don't typically live underground. The tracks mostly lead around the base of the platform and occasionally to a wall where a mushroom usually sits.

Following the tracks further requires a Wis: Survival (DC 14) and leads to the source of the humming.

-The mushrooms: Int: Nature (DC 12). These small, brown mushrooms seem to have grown at an unusually fast rate. They are safe to eat when cooked. If collected, you can gather about 1lb of brown mushrooms.

-The humming: Wis: Perception (DC 14). Trying to track the sound of the humming in the acoustic room is not a simple task, but it does lead you to a small cove in one of the walls where a small creature sits humming to itself.

The Goblin.

If the players find the source of the humming, they will find a small creature.

A small creature sits on the ground, humming to itself and completely unaware of you as it continues to work on some sort of task. The creature is almost egg-shaped with tiny legs ending in flipper-like feet and long gangly arms. Its skin appears rough and slimy. Beside it is a small, rusty tray filled with even smaller cups full of liquids.

The goblin has 11 hp and AC12. If attacked and survives, it will immediately flee if it can into room 6 and try to lose the hunters in the maze. If it ever feels distressed, it will also flee.

If the hunters appear friendly, the goblin will introduce himself as "Eup." If the hunters know Gobbish he will

introduce himself with words. If not, he attempts to pantomime his introduction. Eup is friendly, but suspicious of the hunters. Until that suspicion is cleared, Eup will try and answer questions in a round about way, hoping to satisfy any questions without actually answering them.

The hunters can become non-suspicious with Eup by offering him ½ pound of meat. He will then answer questions to the best of his ability. Eup was painting mushrooms, even though he isn't supposed to in this room. The room to the East (4) is a room with a puzzle that no goblin has ever solved. To the west is a special room (5) where they aren't allowed to paint moss or mushrooms or sprinkle any dust. To the north (6) is another twisting maze. If the players ask for a way out, Eup will tell them that he is busy, but will show them when he is done.

That leaves the player either to wait for Eup to finish painting, explore the adjacent rooms, or venture into the maze themselves. Eup will be finished painting by the time the party investigates the zones 4 and 5.

Even at its best, the goblin dialect of Faen is composed of short, simple sentences. They will instead replace nouns by pointing at the subject. So instead of saying "Hahaha! You are funny!" they would instead say while pointing at you "Ha! Funny!" Instead of "Ow, that really hurts!" they would instead point at themselves and say "Pain!" while running around pointing at themselves. Because of this direct way of communication, goblins cannot reference anything that is not there, and thus can't talk about it.

This module will often seem like it has very cut and dry scenarios. If your players think of ways to solve a problem that isn't listed and you think would work, then it does. Roll with it, using the information here to guide you as to what might happen now that you're off script.

4 - ALCHEMY LABORATORY

This small room has done fairly well in keeping back the encroaching earth. Along the back wall are several shelves containing rotten vegetable matter, strange pouches and a large stone tablet. At the edges of the room are piles of refuse and waste.

Investigate the Area.

-The Shelves: An Arcana (DC 14) or Herbalism or Alchemy (DC 10) would reveal this to be an early alchemy lab.

While most of the reagents have gone bad, several can be picked out for use. You can collect 20gp worth of alchemy/herbalism supplies, weighting about 1lb.

-The Tablet: It is hard to look at the runes etched on this stone tablet. Only a character who knows Celestial can read it. Its states "Another failure. Why is it that I, who

made this world, cannot control every aspect of it? Simple is it to tear the fabric that binds, but to fuse any two elements requires significantly more energy than I can command. Have I become so diminished? No, I blame this failure of a method." The last rune on this tablet appears removable. It is a Runestone of Fission.

-Refuse: This appears to be mostly garbage and waste. Depending on how your players describe their search through the refuse, ask anyone involved in the search who touched the refuse to make a Constitution saving throw (DC 11) or contract Sewer Plague.

5 - GALLERY

Unlike the rest of the moss-stained walls and dusty floors of the ruin, this room is immaculately clean, almost as if it were untouched by time. Along the perimeter of the circular room are a series of statues to the Gods in their humanoid aspects. Opposite of the door stands the Lord with His regal crown of antlers. Beside him on your left must be the Lady, although something is odd with her outline. The rest of the Gods are present as well, though something appears off about every single one of them. In the center of the room lies a Celestial symbol indicating: "Those who place theirs in our trust shall not be forsaken."

This is a good place to acquaint your players with each of the gods. It should also be noted that each statue to a living god can offer a Blessing, but if touched offer a Curse. Characters raised in the North would know this to be true. A player can only have one Blessing and can not be blessed while cursed. Players are aware when their characters receive a Blessing. They are not aware when they receive a Curse, and each curse requires an Int: Religion check (DC 14) to diagnose and discover the cure. All statues are nearly indestructible, requiring the power of a god to scratch.

Investigate the Area.

The Lord: Draped in robes and holding the Axius in one hand and His book of Laws in the other, the Lord stands dominantly over the room. His crown of antlers reach and then become part of the ceiling. The Lord is our Creator, and our Protector. He is the Source from which all could be. At his feet is inscribed "Pray to Me for My protection."

An Investigation (DC12) reveals that the statue's eyes have been carelessly carved out of the Lord's face.

Blessing: Praying before the Lord offers His protection. The character receives the effect of the spell "Shield of Faith" until the end of their next long rest.

Curse: Touching the form of the Lord results in losing his favor. Whenever the character receives damage from any

These curses might seem unreasonably harsh. They are. But it is there to encourage a belief in strong and present gods.

source, they take an additional 1 damage of the same type. This curse can only be removed during meditation on the Lord's Laws while being flogged into unconsciousness.

The Lady: Wrapped in a simple robe bound in jewelry, close up it is easy to discover what is wrong with this statue. Upon a beautiful, matronly woman's shoulders now sit the helmeted head of the Knight and the impish face of the Witch. The Lady's own face has been entirely removed. You know the Lady to weave the Tapestries of Life and govern the Underside (where we go when we dream or die). At her feet reads "Pray to Me" etched into the stone. The next part of the original text is illegible, and written over it in dried blood is "to let you be."

A Religion or History (DC 12) will note that the original depiction of the Lady (before additions) would have dated before the Great Tragedy. An Int: Mason check would note that the additional heads had been added on at a later point, and that the hands of the statue had also been replaced with that of a dagger.

Blessing: Praying before the Lady offers the character a gift of false life, granting them 1d8+1 temporary hit points. These hit points last until the end of a long rest.

Curse: The Lady is quick to anger. In Her realm, while the character sleeps, they are tormented by nightmares, receiving no restful sleep. They do not receive the benefits of a Long Rest when a Long Rest is taken, and receive a level of Exhaustion. The only way to rid of this curse is to plead with the Lady in your dreams (once per long rest), requiring a Persuasion check (DC 14), or by be pardoned by a Speaker of Water.

The Maiden: Plucking at a silent lyre, the Maiden sings wordlessly. At first nothing seems amiss about the form, but upon closer examination it is obvious that from the stone's open mouth are the dried remains of blood. Even still, the statues evokes great the beauty and emotion befitting of the Maiden. At her feet is inscribed "Pray to Me for my love."

A Religion check (DC 10) would remind the party of the Maiden's part in the Great Tragedy, and how she played the two brothers on until the duel that killed them both. Scholars think she plucked out her own tongue that she might never seduce another again, while others blame the Lady for the Maiden's silence.

Blessing: The Maiden refuses to lose another of her followers. If the blessed character were to fall to zero hit points or below, they instead are reduced to 1 hp. This blessing lasts until it is used, or until the end of the creature's next long rest.

Curse: After the death of her lovers, the Maiden refused to touch another ever again. The creature must make a Dexterity saving throw or take 1d6 thunder damage, and be knocked 5 ft back. In addition, the character receives a terrible disease. After 24 hours, the character's skin begins to peel, especially around the face. It is ugly and itchy, giving the recipient disadvantage on any Charisma check or any check requiring concentration. The curse can

only be lifted by providing some amount of charity, and accepting nothing in return for it.

-The Fool: Where you might expect the statue of the Fool to have once been is but a single red mushroom.

-The Knight: Clad in His armor and wielding a spear, the Knight stands valiantly towards the room. His head and the tip of his spear are missing.

-The Rascal: The tiny Rascal's body is arched backwards as if he were laughing. Most of his face has been chipped off.

-The Witch: The remains of this statue are hunched forward over the end of a thin cane. Her head and a single hand are missing.

-Pile of Rubble: This pile of rubble is almost indistinguishable aside from a large wooden arrow driven into the center of it. By process of elimination it can only be assumed that this was once the Usurper, the beginning of the Great Tragedy.

Any creature that touches the arrow is given the Lord's Curse.

These last four statues no longer hold any power and cannot bless nor curse any of the hunters.

6 - BACK INTO THE MAZE

You once again enter into the labyrinthine ruin, its twists and turns only broken up by experimental architecture and failed masonry. Haven't you passed by that structure before?

Navigating. Have the party make a collective skill check (DC 12), using whatever skill most makes sense to them (typically Perception, Survival, Intelligence or Masonry). If half the players pass, it takes them one hour to reach room 7. If they fail, have them make the check again. Each failure counts as half an hour, until they finally find their way out. Should they fail four times in a row, roll on the Random Encounter Table 2, after which they can move on to room 7.

If the party waited for Eup to guide them, then they can pass through this area in 1 hour without any checks. Eup will point out various things in the ruin, much like a tour guide might, except that his descriptions are very short and nonsensical, such as "That. Very tall!" pointing very excitedly at a pillar.

Onward. After whatever length of time it took the party to get to this point, they notice that eventually there are signs. Actual wooden signs all pointing in red paint and leading towards a single, heavy wooden door.

The door looks to be of a solid timber sprinkled with clutches of moss. Its hinges and braces appear to be covered in rust, and light shines through the uneven gaps between the door and its frame.

7 - GOBLIN HOLE

There are three scenarios here, depending on the actions made by the hunters. Regardless of scenario, the door is always barred prior to being opened. The door can either be broken down with an untrained Strength (DC 14) check, or with the use of Thieves' Tools or Tinker's Kit (DC 12) (their fine tools being small enough to get into the jam and lift the bar).

Once the hunters get through the door, you can read this description:

Dimly lit with candles made from animal fat, this large hall is filled with the additional smells of fetid waste and molding wood. In the first part of the room stand aging tables made with plankwood, and further into the room stands a statue to the Fool, its superb craftsmanship indicating it was probably stolen from elsewhere in the ruin. At the far end of the room are what look to be beds of hay and the sounds of running water.

1. The party killed or never encountered Eup.

The hunters can either choose to knock or enter by their own forces. If the door is forced open, the goblins inside will retaliate and begin the encounter. If the goblins are aware of the party on the other side of the door, they have a surprise round.

If the party knocks, a voice will answer. Ultimately, the goblins will not let the hunters inside under any circumstances, except if the party offer them food. The goblins will not initiate this trade, and has to be mentioned by the party. They can trade 10 lbs of meat for passage through their home, or trade 20 lbs of meat for passage and a "neat statuette." After any trades have been made, roll a d100. If you rolled a 25 or below, the goblins attack (possibly with the statuette if they are about to trade it) and one goblin gets a surprise action and the encounter begins (they are servants to the god of chaos after all). If not, the players are free to move on.

2. The party frightened Eup, and he escaped.

The hunters can either choose to knock or enter by their own forces. If they knock on the door, Eup will tell you to go away. There is no bargaining for entrance. The door must be forced open and then the encounter will begin. If the goblins are aware of the party on the other side of the door (for either knocking or failing their first strength check) they have a surprise round. Unlike the other options, Eup will have convinced the other goblins that the party is terrible and no trades are acceptable.

3. The party is joined by Eup to the Goblin Hole.

In this case, Eup knocks on the door and says "the secret password." The secret password is 10 seconds of silence followed by a burp. The bar on the door will be removed and the party is asked to go inside. Once the party is inside Eup will call out to the other goblins and say "Meat

here!"

The party has only a few seconds here to come up with a solution, and the only valid one to get the goblins to stop attacking is offering meat. They can trade 10 lbs of meat for passage through their home, or trade 20 lbs of meat for passage and a "neat statuette." After any trades have been made, roll a d100. If you rolled a 25 or below, the goblins attack (possibly with the statuette if they are about to trade it) and one goblin gets a surprise action and the encounter begins (they are servants to the god of chaos after all). If not, the players are free to move on.

COMBAT ENCOUNTER - GOBBERS

Unless warned of the party's approach, the goblins should be going on with their everyday lives and are caught in a moment of rest. If aware, they will have taken defensive positions behind tables and boxes. Eup is a Musher and will be the doorman in scenario 2 or 3. Otherwise it is a Mosser.

Party	Encounter
3	1 Mosser + 1 Musher + 1 Duster
4	1 Mosser + 1 Musher + 1 Duster + 1 Ruster
5	2 Mossers + 1 Musher + 1 Duster + 1 Ruster
6	2 Mossers + 2 Musher + 1 Duster + 1 Ruster

Tactics. Goblins typically do not work as a unit, instead preferring selfish goals. Dusters will attempt to get as many people with their Blinding Breath and *Sleep* as possible. If it uses sleep, it always rolls a 12 for its 5d8s. Rusters will always attack the person holding the most metal, and prioritizes weapons with its *Lick* attack. Mossers get right into the thick of combat, working together to take down the greatest threat. Mushers look for casters, because their *Sapping Mushrooms* benefit most from those who can wield magic, and then bite the target to death so they can't pick them off later. If any of the hunters leave the goblin's domain, they do not chase after them, preferring to fight those still inside their home.

Postliminary. If the hunters begin an investigation of the area, they will notice that much of the stores and rations of the goblins are rancid and completely uneatable by any humanoid. Near the beds there is a pile of old, mismatched socks. If a player wishes to, they can make an Investigation check (DC 8) to find one of their missing socks. Aside from a Statuette of the Coyote (Investigation DC 10), and a strange pendant found at the base of the Fool statue (Investigation DC 10), nothing else in this room appears usable. Beyond the north-western door is a staircase leading to Area 8. The Fool may be prayed to like the statues in the Gallery.

The Fool: Wearing a deep hood, it is uncertain what the Fool is trying to accomplish as he appears to be tip-toeing to some other location. Below him and at his feet are several small and terribly constructed baskets filled with dried meats, mushrooms, and lit tallow candles. Looking around the offerings you can see that the original inscription was removed and covered with sloppy paint reading "Vandalism!"

Blessing: With the Fool in your pocket, it's almost as if life is potentially easier. The character receives the effects of "Bless" until the end of their next long rest or until they roll a "1" on any d20.

Curse: Facing the world is difficult enough when the Fool doesn't have an interest in you. The cursed creature treats any "20" on a roll of a d20 as a "1," and it always appears that the creature will succeed, and then something terrible happens to prevent it. In addition, any time the cursed rolls a d20 and fails by 5 or more, they fall prone. The only way to break this curse is to do something to yourself that is so dumb that the Fool laughs, after which he will bestow his mercy on you.

8 - ANOTHER ABANDONED CAMPSITE

This small room off the main path contains the remains of an old campsite. Other than the fact that this stone room has only one entrance, it is unremarkable.

Resting. If the players haven't already, they are likely going to want to use their *Statuette of the Coyote* to rest here. Let them. They've earned it. Roll on the Random Encounter Table 2. If they used the statuette, then their night is uneventful.

Onward. As the party continues along this path they begin to hear the sound of running water and leafy vines begin to crawl along the walls. On to Area 9.

9 - BLIGHTED HALL

As you pass through the crumbling remains of a wooden door the stone walls fade away as they are overtaken by creeping vines of ivy. The cavern opens up into a large room, and the first vestiges of natural light you have seen peer in from a hole above you where an old rope with a bucket dangles down into a small stream. The rest of the room is covered from floor to ceiling in vines of ivy, some nearly as thick as trees. A couple more steps in, and you see the remains of several bones buried in the leaves.

The party may want to explore the area a little bit. If any of the hunters approach the rope or the bones, the encounter begins.

COMBAT ENCOUNTER - BLIGHTS

As you enter into the room, it shifts. The vines underfoot slither and gather into larger shapes. A bud opens up into a brilliant orange flower filled with sharp, pointed teeth. In a deep voice the plant chuckles. "What have we here, hmm? Meat? Haha! Hear that, friends?" In other parts of the room, strange plants shake and rattle out of the vines. "Dinner has arrived!"

Party	Encounter
3	2 Needle Blights + 1 Vine Blight
4	3 Needle Blights + 1 Vine Blight
5	4 Needle Blights + 1 Vine Blight
6	5 Needle Blights + 1 Vine Blight

Tactics.

Needle Blights will try and coordinate and try and weaken the hunters closest to the Vine Blight, but not attack restrained creatures. If a creature has cover of any kind, it will attack another creature. Needle Blights will always use its *Slam* against adjacent enemies. Vine Blights will attempt to catch as many hunters in its *Entangling Plants*, and then prioritize egoists (or the hunter with the highest Charisma) with its *Constrict*.

Postliminary.

If the hunters wish to comb the area looking for anything, the prizes for this fight are fairly obvious. By the bones there is a Wyvern Fang Hammer and a heavily ornamented longsword. Inside the Vine Blight is a large sphere of amber that contains what looks to be some kind of Clay cube.

Other than that, all that is required to do is climb the rope (trivial, because there is no longer a threat and the hunters can have figured it out) and they will discover that they have climbed out of an old well. A History check (DC 12) will reveal that this well was said to have once been used by the local hunters, until those that began to use it never came back. Presumably the hunters will now have theories as to why that was, and can return to Hostadd. On the way back, they may want to hunt for more game. Roll on the Random Encounter Table (Southern Norrsate) to see if they find anything. Ignore any result above 80, they've had a rough enough time.

RECEPTION BY TORIK

The area around the wooden fortifications of Hostadd have turned into a large scale tanning and preserving station and quickly take the hunters' kills as soon as they reach town. A large man with a giant, red beard approaches the party and looks over what you have brought back.

Torik Klyverborn's attitude will be somewhere between disappointed and unimpressed, depending on how much the hunters have brought back. For every 10lbs of meat, or 2lbs of auxiliary finds (leather or lard), each hunter receives 1 Reputation Point. These points are metaphorical currency that can be used for obtaining goods and services.

Having just returned from a hunt, the hunters are offered some food and drink at the Hunter's Lodge.

Your party has just completed their first trial. There are many more to come, and they are now better prepared for it. Over the next couple of days and with a bit of study, retrospection and training they become level 2!

Note.

This module assumes you are using milestone leveling.

TASKS OF BRAVERY, STRENGTH AND HONOR

TOUBLES AT HOME

There is a restlessness in Hostadd. A sorrow. Something has changed and it is in the air and soil. You can hear it in the lapping of waves across the docks and the mewing of sheep in the fields. This place, our home, is troubled.

This part of the adventure is about establishing two things to the players. First: Hostadd is their home. There is no other place for them. Here, they fit. They belong. There may be friction and problems with those around them, but that only establishes their place even more. A good way to establish this is through friends and enemies, mentors and rivals. Every time you make a new NPC, try and connect them in some way to another NPC and a player. It is a small town and most who live there have done so their entire life. Make those connections.

Second: If they don't help, their way of life will be ruined. This isn't to say they are the only ones helping. For every feat that the hunters manage to complete, have tales of what others have done in helping elsewhere. Everyone is in it together and people are willing to help.

EVERYDAY LIFE

Ask the hunters what an average day for them in Hostadd is like. It is this task that they are to be performing for 8 hours out of the day, leaving them very little sunlight in which to do as they wish.

The day after the hunters return from their first hunt, they have a day to complete their normal tasks, whether that is smithing, farming or being incessantly pestered by the whispers of otherworldly forces. During that time they hear of the various goings on in town either by tradesman gossip, lunchtime banter or personally experiencing the acts.

Firstly, the helping hands at Edith Ulladottir's farm have noticed some strange going-ons and fear there may be a trickster sabotaging their harvest. *(If a player chose the "Farmer" background, they would have first hand knowledge of this.)*

Secondly, Henrig, Son of Torik, has been acting like a man possessed. Dark wells show below his empty eyes. He has grown even more aggressive, and his hands shake when he stands still for too long. *(If a player chose the "Favored Child" background and is a child of Torik's, they would have first hand knowledge of this. Also, have them choose whether Henrig is older or younger than them.)*

Third, some of the other hunters have claimed to have seen evidence that there might be a bear in the forests north-east of Hostadd and might be responsible for some of the missing hunters. *(If a player chose the "Hunter" background, they would have found this evidence themselves: tracks in the mud, claw marks scratched into nearby trees and violently eviscerated animal corpses. They*

would know that a bear is too much for any single hunter.) If the players are seeking an opportunity to gain a better reputation, it behooves them to try and investigate these happenings on the next day, when they only have their personal duties until the early afternoon. Have the player's choose something to investigate first.

For the strangeness at the farm, go to "The Lady's Hands." For dealing with Henrig, go to "Voices from Below."

For investigating the Bear, go to "Echoes of Destruction." These sections are to help establish the characters into the world as well as teach them some of the intricacies of it without long dialogues.

THE LADY'S HANDS

"There is a pleasure in honest work. There may not be any songs about you in the great halls and you might not be the target of gossip on the streets, but I have never seen any norman turn away a freshly baked loaf nor a wheel of pungent cheese. The hide of a chimera may impress your neighbors but a soft, woven blanket will impress your partners. Heroes may protect our way of life, but we make that way of life everyday and there is happiness to be had knowing that." -Edith Ulladottir

The farmlands of Hostadd are a busy place.

Homesteaders work alongside their hired hands as hoes drive into the dirt and sickles cut at hay. The slight chuckle of laughter can be heard over the fences as men and women tell stories to shorten their work. Sheep and goats can be heard in the distance as you travel down the dirt road to your destination.

It is the absence of all these things that make Edith's farm, in its great vastness, odd. The men and women, as scattered as they seem across the fields, work in sullen duty. The animals remain silent, occasionally looking side to side. Edith herself approaches you as you head to the main house. There is confusion and relief across her face. "What's got you all here?"

Edith Ulladottir.

Age. 25 Race. Norman Female

A proud woman from a long line of farmers, there is something obviously off about Edith. An Insight check (DC 13) reveals that she seems incredibly defensive and that there is a lack of sleep in her eyes.

Upon offering to help a wave of relief will wash over Edith. With many of her farmhands being sent off to hunt, she has been understaffed in a time when their harvest most incredibly important. The idea of a trickster intentionally ruining her crop and herd makes things just that much more worse. The hunters may freely explore the farm. The first two places the hunters investigate will be in daylight. The third is at dusk, and any subsequent investigations will be at night.

If the following investigation feels too structured for your tastes, feel free to organic-ify it using the information to guide you and your players.

SKILL CHALLENGE - EDITH'S FARM

Like most Norman farming plots, Edith's farm is divided into three sections. The tall, yellowing stalks of hay rise nearly to the noses of your average Norman, a testament of the strong plot that Edith nurtures. The hay is being cut in preparation of the long winter for the farms' horses, sheep and cows. Off to the side is a smaller plot for other vegetables and grain, such as barley, cabbage, turnips and beans.

In the wide pastures adjacent to Edith's farm reside a majority of her animals. Sheep, cows and horses roam these fields with their shepherds keeping a close eye on them. It is the last chance for the animals to eat fresh greens and stretch their legs before winter comes. While many of the sheep will be spared, the cattle and horses may never see their first snow. Next to the pasture is the largest building in sight: a barn to house her stock, as well as a couple poor farmhands.

Edith's own home stands humbly on top of a nearby hill surrounded by similarly sized, grass covered rooves that make the farmhand bunks. Closer to the fields is a workshop, notable for the sounds of industry from within.

Investigation. Each hunter begins the investigation with 3 checks. When these checks run out, it becomes evening and every hunter receives 1 more check. After that it becomes night and the hunters have 2 more checks. If their investigation fall flat at this point, begin *Encounter - Scarecrows* and the scarecrows have a surprise round against the hunters.

Talking to the Farmhands (Sequential) - Persuasion (10) [3]. *Success* - While not explicit, several of the farmhands point their finger towards a young half-elf named Khayrat. Some claim they had seen him sneaking about, others say he often was seen hiding things under his cloak. Lately no one has seen him. The hunters can now investigate Khayrat's room. If at least one of the checks is above a 15, the hunters also learn that one of the other hands, Karl has been acting strangely, especially at night. Someone thought they saw him last at the barn.

Investigating the Fields (Independent) - Animal Handling (10) [2]; Investigation (12) [2]; Perception (12) [2]; Nature (10) [2]; Survival (12) [2]. *Success* - For every success you gather a clue (foot prints in the mud, strange markings outside of windows, animals acting strangely, movements at the corner of your eye). After a number of clues are gathered equal to the size of the party they will notice that they all point towards the workshop. The hunters receive advantage on all investigations at the workshop.

Investigating the Barn (Independent) - Perception (14) [1]; Investigation (14) [1]. *Success* - After searching the

clean stalls the hunters will find a pair of cows with their tails tied together. Otherwise the animals of the barn seem to be uneasy. If they succeeded their search they will also find a Norman man crumpled in the corner of the barn, badly bruised and his arm bent at an unnatural angle. Upon his forehead is carved the words "lazy."

If during the day or evening the hunters can either make a Persuasion or Intimidation (15) or heal Karl for 1 hit point and he will tell them that a small man had snuck up on him while he was sleeping and proceeded to beat him and then cut into his forehead with an old knife. He had decided to take a nap in the barn because he keeps seeing shadows in the night and was afraid to sleep for the past three days. If the hunters find him at night he is dead. Next to Karl is a scarecrow lying on the ground. If any hunter wishes to investigate it, make that player roll a DC 12 Wisdom saving throw in secret. On a failure they have disadvantage on saving throws against fear affects until the problem at the farm is solved as they think they see the scarecrow move and smile at them menacingly. If it is night time, the scarecrow will disappear if any hunters look away from it.

Main Longhouse (Sequential) - Stealth (16) [1];

Investigation (12) [1]; Stealth (16) [1].

While a Westerner might spend their successes increasing their own comfort, Edith's home is a standard longhouse made from ornate and hand-carved wood and carefully cut sod. Through an open shutter you can see two children wrestling in front of a glowing hearth.

If the hunters ask to search Edith's home, she will refuse them entry. Sneaking is the only way in. *Success* - While finding no clues, the hunter will find an ivory statuette that they can sell to Amirah for 20gp. *Failure* - Edith will give the hunters one warning before calling her husband and 2d4 farmers who will attempt to restrain any intruders. If caught stealing and restrained the thief loses one finger. If this happens, any hunters involved or who attempt to defend the thief will lose 1 reputation and are removed from the farm.

Khayrat's Room (Independent) - Investigation (14) [2]; Perception (14) [2]; *Success* - For each success the hunters receive a clue (Unslept in bed, leather armor and bow still in room, rotting fruit on the table, strange writings). At 2 clues the party can determine that Khayrat has not been in this room for several days, maybe even a week. They also find his bow a quiver and a rosarie. At 3 clues the hunters will find a strange diagram that looks like a schedule. According to it he had been keeping track of the days and circled every fourth day. According to the chart he had missed out on his last circle, almost four days ago. Amongst other writings the party can find a piece of paper that says "butter on top!" Any given this information can make a free Religion check (DC 14) to determine that this is not an uncommon ritual in regards to Gnomes. Given that they are on a farm might point towards a Tomte, or barn gnome.

The Workshop (Independent) - Investigation (16) [2]; Perception (16) [2]; Carpenter (14) [2]; Mason (14) [2];

This small outhouse contains all the needs to maintain farm equipment, such as blacksmithing tools and woodcarving knives. In the back of the room is a pile of dried hay and old rags. Towards a side door is a washboard and bucket for the cleaning of clothes.

Success - For each success the party receives a clue (Strange marks, blood stains, strange construction). When they reach 2 clues they learn about the existence of the Secret Workshop.

Secret Workshop (Independent) - Investigation (12) [1]; Perception (12) [1];

Breaking through the false wall you find a room inaccessible other than a single locked window. Inside are all the trappings required for the creation of scarecrows: dried hay, old rags and a bloody bucket full of rancid animal organs.

Success - Successfully searching through the room the hunters will find an old chest buzzing with flies. opening the chest they will find the crumpled and broken remains of a young half-elf.

If it is night the doors and shutters of the workshop immediately close with a heavy breeze and loud slam. The doors become locked (magically so requiring a DC 14 Strength check to open). The shutters are not. If a player tries to climb out a shutter, a scarecrow will appear before them and receives a surprise round for attacking. If the players seem unwilling to act, have random windows begin to open and close and the sound of claws rake against the doors. Then begin the "Combat Encounter - The Workshop."

COMBAT ENCOUNTER - THE WORKSHOP

With an expressionless face the scarecrow stares at you. The edges of your vision begin to dim and the sound of your heart beats in your head. Or is it theirs?

Party	Encounter
3 or 4	2 Scarecrows
5 or 6	3 Scarecrows

Tactics. Scarecrows will attempt to focus on single targets, preferring to paralyze them with *Terrifying Glare* before attacking them with their claws. They prefer to attack from the shutters, closing them when nobody paralyzed is adjacent. Should the fight move outside of the workshop the scarecrows will surround and harry targets, staying away from any creature with or has shown potential to use fire.

Postliminary. If the hunters attempt to look for help, ask them where they go to first. If they go to one of the nearby outhouses they will find the hearth has gone out. Without light they cannot see the blood spatter across the room. A

The Scarecrows.

The scarecrows of the farm are not normal scarecrows. If a hunter decides to Investigate them, ask them how they will do so.

Visually. (No DC) The scarecrow is made of hay and bound in hemp string and clothed in the patchwork of old norman clothes and rags.

Touch. (No DC) The scarecrow feels of normal hay, and springs back up to the touch. If it is past dusk, the scarecrow can immediately take the *Terrifying Glare* action. The hunter who activated this is at disadvantage for their saving throw.

Smell. (DC 12) The scarecrow smells of rich dirt heavy in metals. (The metallic smell is derived from blood.)

Verbally. (DC 10) The hunter could choose to ask a nearby farmer about the scarecrows. Everyone is happy with them, since they truly do keep the crows away.

Thoroughly. If a hunter wishes to tear the scarecrow open, determine if it is before or after dusk. Before dusk, the hunter can easily open the scarecrow and will immediately find bloody organs within the chest cavity of the scarecrow. A Medicine or Nature check (DC 12) can identify them as the heart, lungs and liver of a mixture horse, goat and norman creatures. A Medicine check (DC 17) would identify that while they are currently in stasis, they are still living.

If after dusk, the scarecrow will immediately attack.

If an encounter is started from these investigations, 1d4-1 additional nearby scarecrows will join the fight.

Survival check (DC 12) will reveal that there is a blood trail leading back to the workshop.

If its to Edith's house, or they decide to just leave, they will have to go through the fields or the pasture. The surround field is full of unnatural life and the scarecrows continue the work of their living counterparts. If they chose this option they will see someone with a torch approaching them through the grasses. He will shout out to them, asking them what is going on before his torch goes out and falls into the grass. Upon approaching where the man was, there is nothing left but a burnt out torch. Upon bringing a light they can see the drag marks easily through the field leading back to the workshop.

Splitting the Party.

If the party split up and a group of hunters was waiting at the Workshop, then they would hear the horrible singing of something approaching, shoving a body through one of the shutters. It would then hop in itself, wrapped in a cloak, grab the bloody knife from the woodcarving table and then begin cutting open the body. If continued to be left alone, it would then begin stuffing a scarecrow full of the dead body's organs.

Returning to the Workshop, the hunters will hear a horrible singing, but seem to forget about it almost as quickly as they heard it. It is as if their very mind attempt to reject it. Upon opening any door or shutter back into the workshop a creature in a deep hood will turn around and frown at their guests.

COMBAT ENCOUNTER - THE TOMTE

Dressed in nothing but the rotting skin of a dead horse, this creature's pale skin is rough and worn. Your nostrils are filled with the smell of putrefaction and iron as the creature turns to you, its gnarled hands dripping with the fresh blood, jamming the internals of the Norman man beside it into the hay of a newly crafted scarecrow. Its face is uncertain whether to smile or frown, jumping between the two with unnatural speed as it turns to point at you. "Lay-see! No work. Must work. Must survive. Go! Go work now!"

Identifying the Creature.

A Religion check (DC 12) would reveal this to be a Tomte. It is a type of gnome known to help cultivate animals on a farm and would explain how all the animals remain in good health despite the lack of people to help around the farm. But like all fae, should the gnome be aggravated they can become incredibly and unpredictably violent. And being a gnome, a Tomte has innate control over a dead soul. By removing certain organs and placing it into a scarecrow, the Tomte has bound the soul into the scarecrow, enabling it to do the work the living creature was unable to do. Tomtes remain "invisible" through being of such terrifying appearance that your mind immediately attempts to forget them. This trait can be used offensively by the Tomte to create fear in its enemies.

Party	Encounter
3 or 4	1 Tomte + 2 Scarecrow
5 or 6	1 Tomte + 3 Scarecrows

Tactics. Between its own *Horrific Appearance* and the Scarecrow's *Terrifying Glare*, the Tomte attempts its *Death Glare* any round it can. Otherwise, it simply attempts to tear apart any creature attempting to fight it. Upon the death of the Tomte, the scarecrows only have 3 rounds before they become lifeless.

Postliminary. After the battle is concluded the party's attention is drawn to a small leather sack at the entrance of the workshop. If no one is looking at the Tomte, its body is stolen away by three gnomes (Perception DC 14 to spot them with the corner of their eye before they disappear). Inside the bag is a box, and inside the box is another bag. Inside the second bag is a small stone. Its not actually worth anything and meant to be a distraction. While Edith is surprised and relieved at the unfolding of

events (of which she had no idea about) she is obviously worried about how she is going to get the farm work done before the winter. Each hunter receives 2 reputation points, and she will allow the hunters to take Khayrat's longbow assuming they can give enough reason to believe that he is dead.

Appeasing the Tomte. Assuming the party has gathered sufficient information regarding the happenings at the farm, they may wish to attempt a peaceful solution and attempt to calm the gnome down. If they do, they can spend a check to attempt to find an offering (in this case, porridge and some butter). Ask the party how they prepare the porridge (Butter needs to be on top for this to work). When they encounter the Tomte they can attempt to bribe it with the porridge and then make a DC 14 Persuasion or Religion check. On a success the Tomte will calm down and eat the porridge. Further bargains can be made with the Tomte for his continued assistance on the farm. Another DC 16 Persuasion or Religion check will convince him to stay and help and the party will receive an additional 1 reputation point at the conclusion. Otherwise the Tomte will thank the hunters and disappear. His scarecrows will all collapse lifeless 3 rounds later, but until then they begin attacking whatever is in sight now that they are no longer controlled.

VOICES FROM BELOW

"We all dream. Save for the safar, we all find our way to the Underside each and every night to mingle with the spirits of the past and future and to find inspiration in admiration of its surreal landscapes and in fear of the intelligence that hides in the shadows. But in the morning, those feelings fade and we are left refreshed and ready for life. "For those who wake and still hear those dreams, those who still hold onto memories of that haunting place... It is a trial, and one we do not all pass." - Josef, Speaker of Earth

Everyone in town knows Henrig. Even if he wasn't the son of Torik, he is one of the strongest young men on all of Norrsate known well for his bravery. It was a wonder when he declined to join the raids, giving no explanation for going back on his agreement. Since then, people have seen a difference in the man; the dark bags under his eyes, the untested aggression. He drinks more and revels less. There is something wrong with Henrig, but what?

Investigating Henrig.

The hunters can go about investigating Henrig in several different ways. Henrig can be found at the Warrior's lodge every night drinking for a few hours before leaving somewhere into the village.

Speaking with Henrig. Henrig is not willing to talk to anyone. Most people will need a Persuasion or Deception (DC 18) to convince him to talk. If the check is made by a fellow warrior, it is a DC 16. If the check is made by a "Favored Child" it is a DC 14. If pestered by a second check in the same night, or he continues to be bothered over a couple nights, Henrig will leave the lodge.

On a failure Henrig will state that nothing is wrong, though the hunters can easily tell that something is. On a success Henrig will let out an audible sigh and tell them that he hasn't been sleeping well lately. Rats, he thinks, are in his walls and keeping him up at night. An Insight check (DC 13) will reveal that Henrig is being partially trustworthy. If the party mentions this in front of Henrig, he will become offended and leave the lodge. If the issue is pressed, the party can make a Persuasion, Deception or Intimidation (DC 14) to convince Henrig to let them into his rooms to investigate his "rat problem."

Henrig's Apartment. Unless the hunters gained Henrig's permission, the door must be picked (Thieves' Tools DC 14) or broken open (Strength check DC 14). Unless they wish to have someone in the lodge notice, they will need a distraction. This can be done with any Charisma check (DC 10) as long as the player gives a sufficient example. If discovered, the warriors in the lodge will ask the hunters to leave. If they don't leave, a fight will break out with an equal amount of warriors to the number of hunters.

Henrig's Apartment is twice the size of a normal room in the Warrior's Lodge, and contains several spoils from the previous year's raid. Tapestries, dented helmets and western weapons line the walls. There is a large bed in the center of the room with a glass window behind it covered in a woven curtain.

Investigating trophies. Most of these weapons are of Human make. Several are broken and all were taken from Human warriors during last year's raids. Included are several longswords, rapiers and morningstars. There are several helmets, none of which could be worn due to damage.

Investigating the bed. If Henrig is in the room, he will tell the hunters not to look under his bed. Underneath the bed are several discarded velvet bags. While most of them are empty, one can be found (Investigate DC 12) to contain a remnant of a gray mud like substance. If Henrig is present, he will state that they are for "Rat Repellent." An Insight check (DC 13) will reveal a nervousness about the bag's discovery. A Nature check (DC 14) will reveal this "mud" to be "Wake Mud."

Investigating the room for rats. There is no evidence of rats within Henrig's room.

Special. If one of the hunters has the "Whispers" background, they will note that they can hear the sounds of scratching under the floorboards and a faint, bubbling whisper.

Party Check.

A party check requires that all characters in the party make one of the required checks. If half or more succeed, then the party succeeds.

Theft.

Normans believe that stealing from a kinsmen is one of the most in-honorable things one can do. If caught, the thief is left to the mercy of the victim on whether the thief should lose a finger, a hand and/or be exiled from Hostadd.

Following Henrig. After leaving the Lodge at night, Henrig heads for some unknown location. Have the hunters make a party Perception or Survival check (DC 12) and party Stealth check (DC 14) check. Upon failing the Perception check the party will have to attempt to follow him another night. Upon failing the Stealth check, Henrig becomes suspicious that someone is following him; On the way to his destination he stops off at another lodge and leaves with (party number - 1) warriors. Upon successfully tracking Henrig, he will lead the hunters to a small farm house outside the walls of Hostadd. He will enter the longhouse forcibly and without knocking. If Henrig brought along his lackeys, they will stay outside to keep watch (passive Perception 11). From outside, the hunters can only hear Henrig shouting. If the players manage to sneak up to the house, they can look inside through the open door or shutters. This scene is troubling, so allow the party to make their presence known whenever they think they should step in. The first player to act receives a surprise round.

The inside of the longhouse is lit by a dim flame, back-lighting Henrig as he shouts at a young woman. "Shut your mouth, witch!"

The woman flinches at the word, briefly looking back at another man in the room. "I don't know how much more you should take-"

Henrig rushes forward and grabs the woman by her shoulders. "Whatever you have, I need it."

The two stare at each other, their faces both full of anger. "Jakob." The woman looks back to her husband. "Give him the box."

The man cautiously grabs a small box from inside a basket and hands it over to Henrig, who releases the woman and grabs greedily at the box. He smiles at them as he begins to leave. "I will need more. Much more. Unless you wish the Keeper to know." Henrig laughs as he leaves the house. Outside, he dips a few fingers into the box and dabs it in his ears.

From inside the woman curses to herself as she looks outside and closes the door. "May the Nothing take him before he steps though this door again."

If the hunters interrupts. "Combat Encounter - Henrig's Outing" begins. Whether or not he has support is based on the previous party Stealth check.

If the hunters let the scene play out. They may either follow Henrig back to the Warrior's Lodge or speak with the woman.

The woman's name is Marit and she does not want to talk to the hunters. It will require either a Persuasion or Intimidation (DC 12) or blackmailing her secret (if the party can figure it out) to be able to speak with her. Marit's secret is that she is an undocumented Dreamer, and doesn't wish anyone to know for fear of being sent to Haxa Jord. It can be detected from directly asking her about it and passing an Insight check (DC 10) when she lies and is pressed. If the hunters can get her to talk, she will offer to have the hunters join her inside where she will tell them that Henrig has been blackmailing her, making her produce "Wake Mud" for him in payment for his silence. The party can convince Marit that they may call upon her for testimony if they can pass a Persuasion or Intimidation (DC 14) or blackmail her (if they know the nature of her secret). They may also "pay" her 2 reputation points to get her to provide testimony.

COMBAT ENCOUNTER - HENRIG'S OUTING

Henrig's eyes glow with a fierce determination as his muscles begin to pump and his veins throb. "Who DARES to strike me, huh?! I will rip your HEART OUT!"

Tactics. Henrig will attack the toughest looking hunter to prove his strength, while his lackeys (if present) will attempt to pick off weaker looking enemies. If Henrig is reduced to half health or lower, he will (as a reaction) begin to shake and shudder, reality breaking around him. All creatures within 10ft must make a Wisdom saving throw or be stunned until the end of their next turn. He attempts to flee on his next turn. The lackeys will only attempt to flee if Henrig has also fled.

Party	Encounter
3	1 Henrig + 1 Warrior + 1 Hunter
4	1 Henrig + 2 Warriors + 1 Hunter
5	1 Henrig + 2 Warriors + 2 Hunters
6	1 Henrig + 3 Warriors + 2 Hunters
Special*	1 Henrig

*If the party wasn't detected during the skill check.

Postliminary. If Henrig had the mysterious box in his possession, he either drops it (if he fled) or it is on his person (if he is killed or incapacitated). If the party defeated Henrig, he also has Henrig's Greataxe.

The hunters might also attempt to just steal the box off him and run away. This will require a Sleight of Hand check (DC 14) (with advantage if the combat hasn't started yet) to obtain the box, and then a quick party Skill check (DC 12 or DC 14 if he has backup) to shake him off.

Inside the box are five doses of Wake Mud.

If the party has killed Henrig, they will immediately be subjected to Judgment. If they fought with Henrig or have transgressed him in some way, but he escaped, the party will have two hours to prepare for Judgment. If Henrig is unaware of the party's involvement, they can continue at any pace they wish with the rest of their investigation.

SOCIAL ENCOUNTER - THE JUDGMENT

There are several different reasons the hunters might be called for Judgment.

-They have killed Henrig and are subject to Judgment by Torik.

-They have evidence against Henrig that he should be Judged. This can be brought before either Torik or Ester.

-Henrig has called them for Judgment against him for either theft, dishonorable aggression towards him, or the death of his henchmen. He will bring the party before Torik for Judgment.

While normally a place of mirth, the great halls enter a tense seriousness when a party is to take Judgment. Norman law is not kind and one's life and honor is always on the line. Before you a crowd has mounted, parting as you walk to where Judgment will take place.

Each Judgment requires a different amount of evidence and testimony for the party to be passed. This threshold is represented by a number of JP, and each evidence and testimony is worth an amount of JP.

If Henrig is still alive, he will attempt to refute every claim made by the party. Failing a skill check during this encounter will lower the party's Crowd Disposition in the next phase of the encounter, while any success will lower Henrig's Crowd Disposition by 1.

As is tradition in Norman law, nearly every Judgment ends in a fight. If Henrig is still alive and you meet the

Death of a Kinsmen.

In the North, fighting or killing a kinsman isn't illegal if:

- They were found harmful to you or another.
- They agreed to combat (holding a weapon is considered agreement).
- Sufficient "evidence" of a crime can be found against them.

The first two, in the case of fighting Henrig, are easy enough to prove. The third will require the hunters to investigate the happenings if they are going to go unpunished.

JUDGMENT	JP
Evidence to be brought against Henrig.	5
Henrig has called for Judgment against the party.	7
Killed Henrig.	9

EVIDENCE AND TESTIMONY	JP
Entertaining Banter (Performance DC 12)	1
Call for Testimony from the crowd (Persuasion or Intimidation DC 12).	1
Convincing the crowd that Henrig attacked first (Persuasion or Deception DC 12).	1
Each other evidence gathered.	1
Bags of Wake Mud under Henrig's bed or taken from Henrig's person.	2
Convincing lies of Henrig's character (Deception DC 14).	2
Knowledge of Henrig's "affliction."	2
Testimony from Marit.	4

threshold for the Judgment he will ask for a trial by combat, which the party may meet if they wish to continue his Judgment. If the party does not meet the threshold, they can ask for a Trial by Combat. In either case move on to the "Combat Encounter - Henrig's Judgment." If Henrig is not alive and the hunters win the Judgment, then there is no combat. If they lose then they can ask for a Trial by Combat. In this case, move on to "Combat Encounter - Henrig's Judgment," except replace "Henrig" with "Torik."

COMBAT ENCOUNTER - HENRIG'S JUDGMENT

The hunters has two options: They can either pick a champion to fight Henrig alone, or the party can fight Henrig's party. If that is the case, follow the chart below. As this is a trial by combat, you may always chose to kill or spare your opponents. If you won the Judgment, then it is considered Henrig's fault if he dies.

Special Rules.

In a combat with a crowd, there are additional rules regarding the crowd's disposition towards you and your opponent. The party's starting Crowd Disposition is equal to half their JP for the trial (rounded down). Henrig's teams's starting Crowd Disposition is 3. The party's disposition affects all members of that party.

Ways to increase disposition. If a creature reduces an enemy creature to half its hitpoints or below zero hitpoints, increase the attacking creature's disposition by 1.

1. If a creature attacks and rolls a critical attack, increase the attacking creature's disposition by 1. Each character can appeal to the crowd once, using an action and making a Performance check (DC 12) to increase their disposition by one, gaining an additional one for every 5 above the DC they roll. You gain a disposition any time you attack a creature who's last action was to make a Performance check.

Party	Encounter
3	1 Henrig* + 1 Warrior + 1 Hunter
4	1 Henrig* + 2 Warriors + 1 Hunter
5	1 Henrig* + 2 Warriors + 2 Hunters
6	1 Henrig* + 3 Warriors + 2 Hunters
Special**	1 Henrig*

*Replace with "Torik" if Henrig is dead.

**If the party chose a champion to solo Henrig.

Ways to lose disposition. If a creature heals another creature or casts a spell that does not deal damage, that creature's team loses 1 disposition. If a creature on your team surrenders they lose 1 disposition and are removed from the trial. Attacking a surrendered creature reduces your team's disposition by 2 and the attacker's reputation points by 1.

A party's Crowd Disposition (CD) grant it bonuses for the combat.

CD	Effect
0-1	No benefits.
2-4	+1 to attacks and damage.
5-7	+2 to attacks and damage.
9+	+3 to attacks and damage.

Tactics.

Henrig will attack the toughest looking hunter to prove his strength, while his lackeys (if present) will attempt to pick off weaker looking enemies or characters attempting to use the Performance skill. Henrig will continue to fight until he is rendered unconscious or killed. Henrig's lackeys will continue to fight as long as Henrig is alive. If reduced to 5 hitpoints or below they will hang away from the majority of combat and attempt Performance checks. If Henrig has been killed or knocked unconscious, the lackeys will surrender when their hitpoints are reduced below 10.

Postliminary.

If the hunters prove themselves in the Judgment and Henrig was dead prior to the Judgment, the party is cleared of his death and each member receives 3 Reputation Points.

If the hunters won both the Judgment and the Trial by Combat, they may pass Judgment onto Henrig; Does he die by your hand, or does he live with his shame? Either way, each player receives 3 Reputation Points.

If the party lost the Judgment but won the Trial, they are cleared of any wrong doings, but Henrig is allowed to live with his shame (unless he was killed in combat). Each hunter receives 1 reputation. If the hunters lose both the Judgment and the Trial, the effect depend on the transgression. If the party had chosen to bring evidence to Judgment, they lose 3 Reputation. If Henrig brought the

hunters to Judgment they lose 3 reputation. Any hunters who killed one of his lackeys is punished with death. Any who participated in combat against him or his allies, but did not kill, are given 10 lashes with a whip (dealing 10 damage).

If the hunters killed Henrig, the one who dealt the killing blow is to be executed, and all others are given 10 lashes with a whip (dealing 10 damage). All living members of the party lose 5 reputation.

ECHOES OF DESTRUCTION

"They might appear beasts from a distance, but the bear has long since forgotten the grace given to it by the Lady. Fur may cover its hide, but there is not mortal flesh beneath. It may have eyes but no intelligence to see with. It may move and breathe but it is for only one purpose; Destruction. These creatures are a blight marked by the Lord Himself. Those that kill these aberrations will be blessed by Him. You are wondering how I lived this long? How a man so bent on his own destruction has lived over half a hundred winters? Because I found it. And then I tore it in half." -Torik Klyverbjorn

SKILL MONTAGE - SEEKING DESTRUCTION

Tracking a bear is not the difficult part. In their wake they leave their mark on the trees and trample bushes. The beasts they kill they leave torn open and scattered across the grass. They are feared, hated. They reminded us the horrors of the Nothing that hope to invade our world, and what would happen if we fail to stand up to them. You stand in the forest, its brilliant autumnal colors shaking in a chilling wind. It is a beautiful place save for a blighted mark; Three deep gashes in a nearby birch tree warn you that this is a bear's territory. The territory of the Destroyer.

This is a Skill Montage requiring six successes. Goals: Tracking, following clues, sifting out misinformation Starting DC 12 with a ±2 variance depending on reasoning. Once the party reaches the success threshold, calculate the number of failures the party had. If they had one or less failure, one member of the party gets a surprise round. If the party had less failures than the number of members then the encounter plays as if they encountered the bear in its home and they are both aware of each other. If the party had a number of failure equal to or greater than their party number, then the bear has lured them into a trap and gains a surprise round.

Postliminary. Proceed to Combat Encounter - The Bear.

COMBAT ENCOUNTER – THE BEAR

Standing in the midst of freshly cleared timber stands a bear. Its clean brown fur stands in direct contrast to the

beasts empty black eyes. Ichor drips from its lips and nostrils as it pants in frustration. It turns towards you in your approach, almost excited by your presence.

Note. This demi-adventure does not scale with party size. The idea of fighting a bear with only a party of three people is not advised.

Party	Encounter
Any size	1 Brown Bear

Tactics. Bears revel in destruction. They will attempt to attack as many creatures in a turn as possible without provoking attacks of opportunity, searching for the weakest among them. Once a hunter is below half its hit points, it focuses on that target until it is rendered unconscious. If there are no other threats around it, it will attack the unconscious body.

Postliminary.

Bears are considered tainted creatures and are not eaten nor skinned for leather. Instead, the head is removed and the body is burned in a ritual that takes up to 1 hour (reduce this number in minutes by double the Religion check of the ritualist). If this is done (and this would be something that anyone growing up in the North would know should be done) each hunter involved in the task can increase one ability score by 1. If the head is brought to Torik each hunter will receive 3 reputation points from his gratitude at the monumental task taken. After two days Torik will return the skull to the hunters as a "reminder of what they have done." The skull weighs 5lbs and can either be sold to Amirah for 10gp, counted as 20gp for material components for any spell, or be used as a Memento.

Bear Meat and Hide.

If the hunters do not heed the tales and decide to keep the bear meat and hide there will be ramifications. 100 lbs of meat can be collected from the bear, and 20lbs of hide. Anytime a creature eats bear meat they must make a Constitution saving throw (DC 15) or become Tainted by Destruction. Anytime a creature dons something made of bear hide it must make a Wisdom saving throw (DC 15) or become Tainted by Destruction.

Tainted by Destruction.

After 24 hours the creature under the effects of this disease gains a +4 bonus to its strength score (to a maximum of 22) and is no longer in control of their character and must attack the closest living creature it can see with any available melee weapons. If no creatures are present, it will destroy furniture, buildings and local flora until any such living creature presents itself. The creature may be cured either by a spell that cures diseases, by making either a Constitution (for consuming) or a Wisdom (for wearing) saving throw (DC 15) after each long rest, or by killing the creature and burning its body.

HORROR'S HOLLOW

"Being a hero doesn't mean that you succeed at everything you set out to do. Those songs are dull and no one really bothers with them. The best tales have our heroes beaten only to rise later, learn from their mistakes and then strike back. We are reminded that Courage is fear, but with the determination to continue." -Ester Langtspujt

If the hunters are in good standing with Torik after the conclusion of the "Troubles at Home," he will approach the party.

Hunters! I would ask something of you. Do you remember your first hunt? Hunters have said they've seen the same creature. Many have left seeking glory in killing such a strange monster, but only a few have returned, fear stained in their eyes. Speak to Helena. Should you find the creature's nest, I've asked them to have something ready to remove the beast from our lands.

If the hunters are in poor standing (such as feeling the repercussions of losing the judgment or having a low Reputation), they will be approached by an NPC the party has befriended. If the party has not befriended any NPC, have this information given as rumor.

Rumor has it that hunters seek out the creature that attacked you in your first hunt. Few are returning, stained in blood and fear. If you are looking to regain some honor, perhaps killing this great beast may show your strength. Speak with Helena, she might have something to help kill off the creatures indefinitely should there be more.

Upon speaking with Helena, she will give the party a parcel containing a ground powder with the instructions to leave this powder on a dead creature inside of the Hooked Horror's nest. She will also hand them a small crystal pendant and ask the hunters to attempt to enact the Ritual of Passing .

If the party has the apprentice Speaker of the Waves in their ranks, then they would be aware of a poison in Asa's apartments meant for Undersiders and can be gathered for this task. Its best used when ingested, so placing a dead creature in the lair of the horror and lacing it with the poison would be the best way to use it. They can also grab a small crystal pendant known as a Lady's Tear used in the preparation of a soul in the Ritual of Passing.

The hunters are potentially aware of the location of the horror's nest; the area where they fell before heading into the ruin in the first adventure.

You find the yawning entrance to the sinkhole that you remember from but a week ago. Climbing down the sinkhole and into the shallow waters, you head into the other side of the cave where you remember the chirping of many monstrous creatures. The stone door you fled through remains shut. Inside the cave is dark and as you continue further the hollows of the cave become tighter and more cramped.

1 - ENTRANCE

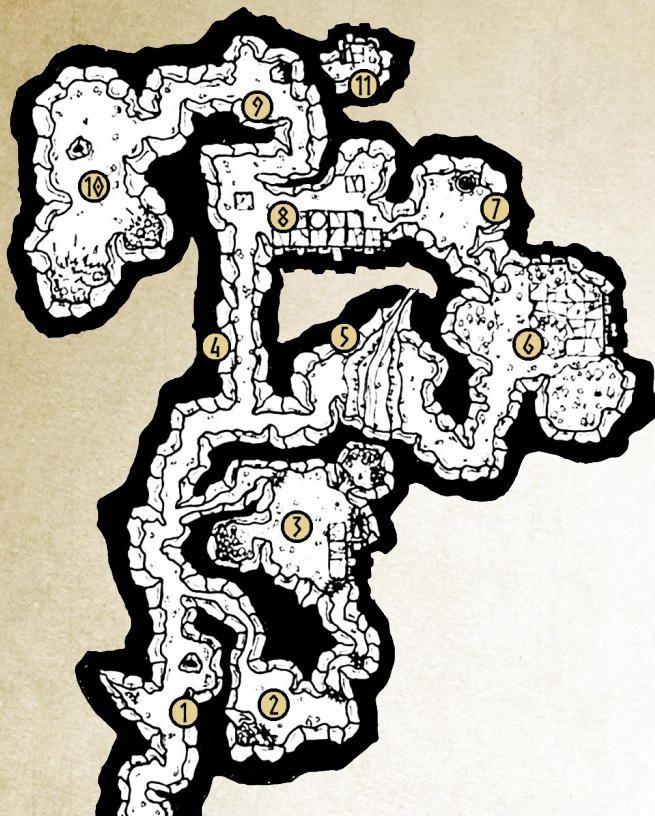
When entering into this area, the hunter leading the party will be assaulted by a giant centipede unless they can succeed a Perception check (DC 14) falling from the ceiling. If successful, the centipede lands in the space in front of them, if they fail, the centipede gets a surprise round.

Ritual of Passing.

This brief ritual can be completed in as quickly as 1 minute by any character who can cast rituals. It requires but a crystal pendant filigreed in silver known as a Lady's Tear. Once completed, the soul becomes condensed and is more likely to make its journey to the Underside unscathed. This process is also more likely to end in the creation of a memento. After the ritual is completed, roll 1d4. On a 1, the ritualist may receive 1 memento.

Tactics.

Centipedes drop from the ceiling (roll a Stealth check at disadvantage against the party's Passive Perceptions for them to remain unnoticed), attempting to poison their prey into submission before attempting to eat them. The Quasit crawls out of the column in the northern part of the room only after all centipedes have attacked in the form of a centipede and invisible. The Quasit remains in centipede form until it is injured, which it then turns into a bat to fly away. If any hunters are paralyzed by the centipede's poison, a Quasit will move in to finish off the creature.



Party	Encounter
3	2 Giant Centipede + 1 Quasit
4	3 Giant Centipede + 1 Quasit
5 or 6	4 Giant Centipede + 1 Quasit

Postliminary. In this small part of the cavern lies the half-eaten remains of a Norman pushed into the corner. While most of his gear is un-usuable, the hunters may take his Battleaxe. If the Ritual of Passing is given and a memento made, that memento is a small rabbit's foot.

If the party wishes they can also stick their hand into the hole where the Quasit crawled out. If they do, have them make a Wisdom saving throw (DC 12). On a failure the hunter touches something and becomes Frightened, removing their hand and refusing to continue. On a success, the hunter will find a shard of moon-metal. This piece of the Underside can be made into a dagger or 20 arrow heads using an appropriate tool and 8 hours of work. Any weapon made of moon-metal bypasses the damage resistance of Undersiders. Alternatively, Amirah will buy the unworked moon-metal for 30gp.

The cave continues north into several branching paths. They can either fit through the narrow paths heading east (Zones 2 and 3) continue a northern course (to Zone 4) or break off for the sound of moving water (Zone 5).

2 - SPIDER NEST

As the cavern opens up once again, the walls of this small pocket are full of webs of various sizes and patterns. More areas may be present behind some of the larger webs which are so thick that they prevent both your passage, and the passage of light.

Investigating the Area.

There are two larger spider webs in this part of the cavern. The webs aren't terribly difficult to break. Webs have AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.

If the hunters break through the southern web, begin initiative as a swarm of spiders spill out from the cavern and attack. Beyond that web are a series of tiny spider hovels that contain eggs. Destroying this area with fire or foot will grant the hunters a small boon; each hunter receives 3 temporary hit points.

If the hunters break through the northern webs, they can continue on to Zone 3.

Party	Encounter
3-4	1 Spider Swarm
5-6	2 Spider Swarm

Tactics. Spiders only hunger, entering the space of the closest creature and begin to attack. If a creature is already swarmed, it will move on to the next closest creature as spiders do not enjoy sharing.

3 - HUNGER'S NEST

Continuing further through the narrow, sticky cavern the webs of hundreds of tiny spiders begins to grow more coarse and dense. Breaking through the last of a series of web you now stand in a great open area. The spiders can be heard chittering and a thousand eyes stare at you from the shadows.

The number of spiders in the room varies on the party's size. Giant spiders hide along the ceiling waiting for their prey to enter the room or into one of the side caverns. Depending on party size, swarms lie in wait in their smaller caverns for creatures to enter and be surprised.

Party	Encounter
3	1 Giant Spider + 1 Spider Swarm
4	2 Giant Spiders
5	2 Giant Spider + 1 Spider Swarm
6	2 Giant Spider + 2 Spider Swarm

Tactics. While the Spider Swarms attack the smallest creatures in the room, a Giant Spider's hunger cannot be

easily sated. They spin the largest target in webs before attempting to paralyze their target with poison. Once a creature has been paralyzed, it will move onto the next target.

Postliminary. Systematically burning the spider nests in this room will grant the party 3 temporary hitpoints as a wave of relief crosses them. If a short rest is taken in this room after all nests have been burned, the hunters may attempt a small ritual with the remains of the giant spiders during that time. Have the lead ritualist make a Religion or Nature check (DC 12). On a success they win the Lady's favor, the bodies ignite into a purple flame and the party may increase their maximum hit points by 1 permanently for their part in ridding the world of the Hunger.

If the hunters investigate the area they may also find the remains of a Norman under the burned husks of the spiders' nests. Should performing the Ritual of Passing on the body net in a memento, this one is of a skinning knife. Leaving the area via the north passage returns them nearly where they started. Continuing down the passage they can turn north (Zone 4) or east (Zone 5).

4 - CAVE-IN

This passage seems unremarkable until the ground shifts. The earth above your heads moans as the tunnel ahead of you drops to the ground and begins to push your way.

If the hunters attempt to move through this passage, it begins to collapse in front of them. Have the party make a Dexterity saving throw (DC 10). The hunter leading the party does so with disadvantage. Failure results in 2d6 bludgeoning damage from the collapsing earth. If a creature should fall unconscious from this damage they automatically fail one death saving throw and are buried, requiring a Strength check (DC 12) to clear the rubble and find them. Zone 4 becomes impassable, and the hunters will have to find another way.

5 - SMALL CANYON

As you approach the edge of a small cliff, the sound of running water can be heard below. The cliff might be climbable, but it may be better just to jump it.

Crossing the Canyon. This canyon is 30ft deep, 15 feet wide. Any character with 15 Strength or greater can take a running jump over gap without any additional checks. Anyone else must either succeed at an Athletics check (DC 14) to jump, or climb down and then up the cliff face (no check), taking about a minute of time. Failure results in falling damage (2d6 if from the top of the cliff) and are now wet. Once the canyon has been crossed, the hunters can continue on towards Zone 6.

6 - LUMINECENT CAVERN

As you travel down the path from the canyon, an eerie glow sprinkles across the cavern walls. The air becomes stagnate and heavy, and soon patches of mushrooms grow across the scattered remains of a ruined stone building.

Investigating the Area.

With an Investigation check (DC 12) a hunter can see the vague outline of a ratfolk covered in fresh spores. If approached, a larger mushroom next to the body begins to scream and combat begins. Searching the room, it appears that you could continue on if a boulder is moved, requiring a Strength check (DC 14). Pushing the boulder will cause a larger mushroom to begin screaming and combat begins. Searching the mushrooms with a Nature check (DC 14) or Herbalism check (DC 12), a hunter can find a couple of choice mushrooms for eating, as well as a couple rare mushrooms used in the creation of a Potion of Healing (enough for 2 potions of healing). After picking these mushrooms a larger mushrooms begins screaming and combat will begin.

Party	Encounter
3	2 Shriekers + 2 Violet Fungus + 1 Gas Blight
4-5	2 Shriekers + 2 Violet Fungus + 2 Gas Blights
6	2 Shriekers + 2 Violet Fungus + 2 Gas Blights

Tactics.

Violet fungus attack whatever is close enough to reach, always moving closer to a target if possible. Gas Blights will attempt to hover in between as many creatures as possible, hoping to spread their spores to as many creatures as possible.

Postliminary.

Should any of the hunters be inflicted with the Gas Blight's' disease, a hunter may attempt a Medicine, Nature or Herbalism check (DC 14) to diagnose the disease and have knowledge that mushrooms resistant to the disease can often be found around places where the blight grows. A quick remedy can be made during a short rest, curing the disease. On the deceased ratfolk's person is their light crossbow, case of 7 bolts and a small pendant of the Maiden. Should the Ritual of Passing be used and a memento created, it is the pendant. Once the boulder has been moved the hunters can continue north into Zone 7.

7 - THE STUBBORN WELL

In this smaller pocket of cavern there is the remains of a well that might have at some point stretched to the surface, but has long since been closed. There is the slight sound of water echoing through the well. Just outside the well by the cavern wall there is a small bag of supplies.

If a hunter looks inside the well they will see in the gloomy luminescence of a mushroom the outline of a fallen Norman. With a Perception check (DC 14) they can also see what appears to be something hanging halfway down the 30ft well (characters with darkvision have advantage on this check). They will also see this object should they climb down the well (DC 10 Athletics) using the old flagstones.

The small bag contains a day's worth of rations, a waterskin, two javelins and a greataxe.

At the bottom of the well lies the Norman. If the body is disturbed in any way, a Spore Gas begins to blossom on the body and begins to move after two rounds. The Spore Gas can be detonated safely by submerging the Spore Gas in the water before popping it, requiring a successful Grapple check. If the Ritual of Passing is performed and a memento is created, the memento is a dented helmet. The object floating halfway down the well appears to be a smooth rod wrapped in brass and leather. An Investigation check (DC 12) will detect a small red gemstone on one end of the rod. Pressing the stone will release it from its suspended state. Attempting to move the rod before pressing the button requires a Strength check (DC 22), allowing them to move it 10ft before it seizes in space again.

8 - JUDGMENT MURAL

Along the south side of this vast cavern stretches a nearly undisturbed mural carved from a single large stone. The ground is tiled in places, almost as if reaching for the empty pedestal in the center of the room. Although it does not impede your progress, you can't but help stop and look at it, almost as if something about the mural is alive.

Investigating the area. The hunters do not have to do anything with this mural. If they wish to take a closer look, read this text.

From left to right, the mural contains the visage of eight animals, each etched from the stone with painstaking craft to create creatures that appear to leap from it. From left to right there is a goat with its horns stained red with some sort of moss, a coyote looking away from the rest of the mural, a snake who bleeds moss from their neck whispering to a lioness whose face has been removed with three large slashing marks. In the middle is a large resplendent stag who bleeds from where one of its eyes should be. Next to him is a tree where a song bird sits

crying red tears onto a mouse below her. Staring at the mouse is a dragon with a blood soaked maw, In each animal is a small slot. In the dragon's slot there is a stone sword being held by a body composed of little more than bone and arced chainmail.

The pedestal is empty, containing a small slot much like those on the mural. On its side reads two inscriptions. One of them has been entirely defaced, while the other reads very clearly in Celestial runes.

"Thee who think thineself worthy of the burdens of truth, strike down the one deserving."

This puzzle requires two objectives.

First, a hunter must take the stone sword from the mural and insert it into one of the slots. This represents their Choice of who is responsible for the Great Tragedy. Once a Choice has been made, the blade will glow and before their eyes will contain the words "Why" in the hunter's primary language. During this, the hunter may not let go of the sword, and neither can the pull the sword out.

Nearly every god had a hand in the Great Tragedy for one reason or another. As long as a player gives a good reason, they will succeed. Here are some examples.

Stag - The Lord had the knowledge and ability to stop what had happened, but let it happen anyways. Was it laziness or curiosity, or was it something more insidious? Was his path to apathy such an early departure?

Lioness - It was the Lady's greed and envy that led her convincing the two brothers to kill each other, so that she might keep both.

Songbird - At any point the Maiden could have refused the conditions of the brother's duel. It was her indecision and vanity that continued them down the path.

Coyote - There was a plan in motion, one that the Coyote could see happening. He could have broken it, and should have, but instead thought that the god's ideals had stagnated and they needed to be shaken up. He turned a blind eye to the matter and continued on with his day.

Snake - The Witch longed to continue life, and in-so corrupted the Lady. It was this action that tainted all others leading to the Great Tragedy.

Mouse - The Mouse accepted his mother's poison to kill his brother, whom he thought he had no chance in beating. It was this lust of power and love that brought his own brother's death.

Goat - The Usurper had done nothing against his own nature, but it is that nature which began the Great Tragedy. Wrath was the spark that led to a wildfire.

Dragon - The Knight is the only one not at fault for the events. He was subjected to the wills of others, and could not break such promises.

If the hunter can not come up with a reasonable explanation, they must make a Constitution saving throw (DC 14). On a failure they take 3d10 necrotic damage, plus an additional d10 for every attempt made before them. On a success they take half damage.

If the hunter comes up with sufficient explanations for their choice a mechanism pops and the Stag's face swings open. On the backside of the Stag's face say "None shall escape your Righteous Judgment." Inside is a small pocket which contains a blue box. Any hunter approaching the box other than the hunter who gave their answer must succeed a Charisma check (DC 18) or refuse to do so. The small box can be removed and is incredibly ornate. Inside, lain in blue velvet is a still living eye, the Sannleikur. On the lid of the box is a note in Celestial.

"I could no longer live with the reminders of our past. From Mineself I struck out My eye, and with it the burden of Truth. Be wise in its use, Bearer, for there are some things even We cannot escape.

Postliminary. Where there was once a tunnel trough the western part of this area, there is now a cave-in to the south. The path does continue to lead north to Zone 9.

9 - TUNNEL

As you begin to follow this bend in the cavern, you notice a large tunnel leading east where there faintest amount of daylight can be seen. To the west, around the bend, you begin to hear the light, grotesque chirping and clicking of what you can only assume to be the creature you hope to hunt. The walls here are covered in large gouge marks on either side.

Going west leads to Zone 10. The tunnel leads to Zone 11.

10 - WHERE HORROR RESTS

The sounds of chirps and clicks become louder and more constant as you continue down the cavern. As the heavily marked walls begin to open up, you can see small shapes playing and wrestling along the ground. Something changes in their demeanor as they all tilt their heads up and click towards your direction. Their squees are unsettling, marking them even further from creatures of the waking world.

Party	Encounter
3	3 Hook Horror Hatchlings
4	4 Hook Horror Hatchlings
5	5 Hook Horror Hatchlings
6	6 Hook Horror Hatchlings

Tactics. Hatchlings are incredibly dumb and will attempt to swarm the closest single target until it is knocked unconscious before heading to the next target, and continue fighting until they are dead.

After 2 rounds of combat, have the players make a Perception check (DC 16). If they succeed, then they can hear clicking noises coming from the entrance of the cave over the din of fighting. After the encounter has been going for 1d4+2 rounds, an adult Hook Horror will enter the fight from the entrance of the cave, having climbed down from Zone 11. The adult Hooked Horror will attack the creature that looks like it has done the most damage to its children.

Postliminary.

On the south side of this room are several nests, each containing large eggs that presumably hold more Hooked Horrors. The hunters can collect these eggs for 4 rations, or turn them into Torik for 2 reputation.

If the hunters remember their purpose, they will remember that they need to poison these nests. A Nature check (DC 14) will reveal that Hooked Horrors are cannibalistic and will eat their own. Leaving any poisoned corpse with sufficient flesh (such as the giant spiders if not used in the ritual, Hooked Horror corpses, giant mushrooms or bodies from Zone 6 or 7) will succeed in their task. Although it is ill advised to eat Hooked Horror flesh, any hunter can make a Survival, Leatherworking, or Blacksmithing check (DC 14) to remove the "hands" of the hooked horror. Success results in two hooks. Failure results in one. These hooks can be later made into a Horror's Hook with a DC 12 Smithing or Leatherworking check and 2 hours of work, given to Torik or Ester for 2 reputation each, or sold to Amirah for 20 gold each. The young hooked horrors' hooks are not strong enough to yield a weapon.

11 - FRESH AIR AND DAYLIGHT

The sunlight dripping from above stings your eyes as you enter this room. The floor is partially tiled, and the walls covered in the occasional flagstone and claw mark, making assent an easy task.

From here the hunters can leave the Horror's Hollows. If they've yet to complete their task of poisoning the horrors, they might wish to leave to take a short or long rest. As this is the hooked horror's hunting grounds, change 25-59 on the Southern Norrsate random encounter list to "1d2 Hooked Horrors."

Otherwise, they can go back home to Hostadd.

Upon returning home and telling your story, every hunter receives 4 reputation and the town's appreciation. The hunters also become level 3. It is this notoriety that leads our hunters into further tales!

What now?

The choice is yours. Either you, the GM, may decide to take the campaign in your own direction and tell your own story, or you may wish to continue with the scheduled adventure in **Book Two: Rotten Foundations**

APPENDIX A - RELIKS AND CURIOS

CLAY ENCASED IN AMBER.

Wondrous Item, Divine Object

Identifying: Religion (DC 16)

This small cube of Clay encased in amber contains a strange power over the elements of earth. This object may only be attuned by a lawful creature, or by a creature who has a defender's instinct.

An attuned creature can hold the amber cast the *Mold Earth* spell as a cantrip (at-will), as well as *Earth Shatter* once. *Earth Shatter* is regained after the attuned creature takes a long rest. The DCs for these spells is 12. After any long rest the creature must make a Charisma check (DC 10). On a failure, they feel as though they must release the Clay from its Amber and do so. After it has been opened they are compelled to dip their non-dominate hand inside.

If the Amber is broken open and the Clay touched inside, the creature is infused with **Clay**.

CLAY.

Augmentation, Source Stone

Identifying: Religion (DC 16)

This bit of Clay has bonded to a creature and envelopes their hand, permanently attuning to them. While to the augmented it feels like a malleable clay, to others it is as hard as stone. While in this first stage of the augmentation, the creature has disadvantage on all skill checks requiring delicate handling.

The augmented can cast the *Mud* and *Dirt Clod* spells as cantrips (at-will), as well as *Earth Shard* once (resetting on a long rest). Choose Wisdom or Charisma. That is your spell casting ability score for these spells. This choice is permanent.

Tier 2. If the augmented creature is level 3 or more, they may consume two *momentos* in a ritual to increase the power of their source stone. In doing so they can cast *Earth Shard* as a 2nd level spell and gain an unarmed strike that does 1d6 + strength or constitution modifier damage when attacking with your stone arm. When you hit with your stone arm's unarmed strike you can choose to make the target make a Strength saving throw equal to your spell save DC. On a failure they take 1d8 additional bludgeoning damage and are pushed 10ft and knocked prone. You can use this power only once per day, and regain the use of this power after a long rest.

HORROR'S HOOK

Weapon, Minor Curio

This weapon can be crafted into either a scimitar or a longsword. In either case, while using this weapon to make a creature fall prone, you receive a +1 on your Athletics check or Save DC. Additionally, on a success you can deal 2 slashing damage to the target.

KHAYRAT'S LONGBOW

Weapon (Longbow), Minor Curio

Identifying: History DC 12

This ironwood longbow is of classical elven make, probably stolen from whatever home the half-elf was servant to. It is strong enough to attack enemies with directly, counting as a quarterstaff when desired.

"Light, tough and flexible, the Ironwood is a mysterious relic even to those who tend its groves." - Amirah Misra

FOOL'S GOLD PENDANT.

Golden Holy Symbol

Identifying: Religion (DC 10)

A coin-like pendant on a hemp string. This pendant can be used as a holy symbol by followers of the Fool. Before any d20 check rolled by the wearer, and the wearer is not suffering from disadvantage, they can declare that they rub the pendant just before, sealing a bit of their luck inside. The wearer then makes the d20 check at disadvantage. At any point before the end of their next Long Rest, the wearer can rub the pendant again to gain advantage on their next d20 check. Rubbing the pendant does not require an action. Once this feature has been used, it cannot be used until the wearer completes a Long Rest.

"The followers of the Fool know that He watches them, and always think to store a little luck for the inevitable 'prank.'"

OLU'S LONGSWORD.

Weapon (Longsword), Minor Curio

Identifying: History (DC 14)

The heavy symbology of this finely crafted longsword marks it as the weapon of the Fabled Fool, Olu. Olu is the reoccurring name of great explorers, thought to be the same person in some myths, who always meets an untimely end. It is unsure whether Olu is a reincarnate, an avatar of the Fool, or just an unlucky name, but this explorer from the Western Kingdoms has found their death here.

This sword oozes a certain personality. You gain a +1 bonus to Persuasion checks when this weapon is sheathed and on your person, and a +1 bonus to Intimidation when drawn and in your hand. This weapon also counts as one (1) Momento (described later).

"We all die eventually. Why not one more adventure?"

ROD OF STUBBORNNESS, LUDVIK

Wondrous Item, Minor Sentience

Identifying: History (DC 14)

INT	WIS	CHA
8	14	10

Communication. Ludvik can understand Norman. He may also communicate telepathically with the creature it is attuned to, although it much prefers not to.

Senses. Hearing and Vision out 30ft

Alignment. Lawful Neutral

Characteristics. Stubborn, loud and blustery. Prefers not to speak.

Containing an incredibly stubborn soul, this two foot rod can be activated by pressing a small gemstone as an action. Once activated the rod becomes magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 2,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 22 Strength check, moving the fixed rod up to 10 feet on a success.

Tier 2

If the *Rod of Stubbornness* is fed two mementos, it becomes an Arcane and Druidic Focus. If a creature attunes to the rod, it can be summoned to thier hand as a bonus action. You can activate this ability twice and regain these uses after the attuned creature has it within reach and completes a long rest. In addition, any spell that would Restrain or Paralyze a target has its DC increased by 1. Any time the attuned creature has an alcoholic drink, it demands that it have one as well. The rod can now hold up to 2500 pounds, and it increases to a DC 23 to move without pressing the button.

The Rod's Charisma increases by 2.

Tier 3

If the *Rod of Stubbornness* is fed three additional mementos, it gains the ability to cast *Hold Person* once per day. It regains the use of this spell after the attuned creature has it within reach and completes a long rest. The rod can now hold up to 3000 pounds, and it increases to a DC 24 to move without pressing the button.

The rod's Charisma and Wisdom both increase by 2.

*"It was there that Ludvik would stand,
where all others he knew ran'd.*

*The beast gave him a chomp,
and into his chest he thomped,*

for Ludvik wouldn't accept even Death's hand."

-Limrick of Ludvik the Stubborn.

ROSARIES OF THE LADY

Wooden Holy Symbol

Identifying: Religion DC 10

This string of wooden beads is often used as a Holy Symbol by followers of the Lady to remind them that she is death, and those in her favor are protected from it. When wearing these beads you can (as an Action) count the beads with one free hand and mutter prayers. Doing so you have advantage on your next saving throw to end fear effects while frightened, and can make saving throws at the end of your turn, regardless of line of sight.

"...And we ask that You spare us your visit today, as we have much left to do." - excerpt from the Lady's Ward.

RUNESTONE OF FISSION.

Minor Divine Object

Identifying: Alchemy (DC 14)

This runestone can be used to separate a non-living object into its component parts. Doing so requires an Alchemy (DC 18) or Arcana (DC 20) and placing the runestone on the object you wish to dismantle. In a loud pop and a bright flash the object will turn into neat piles of the most natural form of resources the object was made from. Example: A door would turn into a bundle of logs and iron nuggets.

Once used, the Runestone needs to be recharged. This requires a Ritual taking 1 hour, 50gp worth of rare reagents and a successful Alchemy (DC 18) or Arcana (DC 20) check. If the check fails, half the reagents are consumed in the explosion.

"Everything is made of something. How far must we go before we invent new things by tearing the old ones apart?"

SANNLEIKUR

Major Divine Object

This large, still living eye peers around at its surroundings with curiosity and hatred from its small box. Using this item requires attunement to it. Once attuned, the eye will always be on the character's person (either in its box, or without). The attuned creature cannot unattune from the Sannleikur until they die or they strike out one of their own eyes. If an eye is removed or the bearer dies the eye returns to the mural where it was found.

As an action, the attuned creature can focus on the eye and see through it. Doing so allows for the attuned to see the aura of every living creature within line of sight in 30ft. This aura is marked by the greatest transgression of the creature and the sin that most afflicts them. These sins are: Lust, Gluttony, Greed, Sloth, Wrath, Envy, Pride. In addition, roll a d20 and the GM will note the result.

SANNLEIKUR

Results Table

Every time an attuned creature uses the Sannleikur have them roll a d20. If they ever roll a 1 or 20 on this roll a presence will be made aware of them and the attuned will know this is the case. If the attuned attempts to use the eye again have them make a DC 10 Charisma Saving throw. This DC increases by 2 per use after being made aware. If the attuned fails this check they rip out their right eye and replace it with the Sannleikur as they are overwhelmed by the Lord's shadow of hate, depression and violence that he struck from Himself after the Great Tragedy. It is left to you, the GM, to determine the side affects.

The only way to stop this effect is to cut out the Sannleikur, place it within the box it was found and return it back into the mural it was found in.

WYVERN FANG HAMMER.

Weapon (Maul), Minor Curio

Identifying: History (DC 10)

This masterwork Maul is heavily ornamented with the bones and fangs of wyverns and was once used by members of the last generation to fight the great beasts that once terrorized Norrsate. There is a recess on one end of the hammer that can loaded with a special injector as a bonus action. (See "Hostadd Our Home" for injectors.)

"There is little a Wyvern fears. A proof of our strength is required. We have slain them before. Show them that. Let them know terror."

STATUETTE OF THE COYOTE.

Minor Divine Object

Identifying: Religion (DC 12)

This small bronze statuette, depicting an image of the Coyote contains a small cracked piece of rose quartz. If prayed to before you roll a d100 and state any number before 1 through 100, the Coyote will laugh at you and roll a d4. On a 1 He disregards you and chooses his own number and that becomes the result of the d100.

Otherwise He allows you to use your number as the result.

Once this feature has been used the quartz shatters and all magic is lost. After its been used the statue can be traded to Amirah DeRana in town for 20gp, or given to an apprentice Speaker for 2 Reputation Points.

"There is chance in everything, and anything can happen."

- The Fool

WAKE MUD

Potion

This grey mud-like substance can be placed in a creature's ears to receive the effects of *Protection from Evil and Good* for one hour. For dreamers who don't understand the nature of their power, *Wake Mud* can be highly addictive as the creature attempts to stave off their newfound abilities.

APPENDIX B - CREATURES

ANIMALS

Not every creature is an abomination. Many have been spared from the the effects of the Merging, or the Lady's Maddening. Though most stand no match to the might and wit of a Norman, some beasts were made resilient enough to warrant them in this book.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-2)

Senses passive Perception 9

Languages-

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1 d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

WILD DOG

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The dog has advantage on attack rolls against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

BEARS

It has not been so long since the Bear fell upon our world. A Nothing that touched the earth, taking the form of a bear black as night, eyes glowing with the strength of suns. Dripping into our reality and plaguing the Northern mainland it took the strongest of Norman hands, powered by the touch of the Gods to rip it from the world. On its destruction its power lingered and was drawn into the creatures it stole its name from. Since then, normal bears have become paragons of destruction, feared for their unnatural speed and strength.

HONEY BEARS

Although scholars are uncertain as to why, but the Destruction left one breed of bear untainted: the honey bear. Some believe it is their general aptitude for life while others believe the honey they largely consume helped protect them.

DIRE BEE

Small beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	5 (-2)

Senses passive Perception 10

Languages-

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Death Sting. As *Sting*, but the poison deals maximum damage and the Dire Bee dies 1 round after the attack.

BROWN BEAR

Large aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 72 (8d10 + 24)

Speed 20ft., climb 15ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages-

Keen Smell. Brown bears have advantage on Wisdom (Perception) checks that rely on smell.

Soul of Destruction. When the brown bear rolls initiative it receives two turns each round. The first is on the rolled number (as normal) and the second as if it had rolled 10 lower. In the case where this becomes a negative number, add 10 instead, but the brown bear does not act on its first turn of the combat.

Aggravated Assault. Every time the Bear misses an attack against a creature it gains a +1 bonus to hit. This bonus stacks and lasts until the bear successfully deals damage to a creature. If the bonus reaches +5 its next attack is an automatic critical.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

THE BLIGHT

Blight are plants twisted by the stagnant soil of ancient places of power. Gifted with bestial sentience, these creatures live to eat living creatures to further their own growth. Given enough human nourishment (especially from egoist), a blight can reach true intelligence and with enough power even cast spells.

GAS BLIGHT

Filled with the rancorous egos of dead creatures, gas blights know little else than to spread their spores to infect the minds of others.

NEEDLE BLIGHTS

Simple creatures looking like a stalk with a hollow sack at the top, Needle Blights often harry their foes from a distance using small detachable clumps of needles that it grows within itself. Its these clumps that make the identifiable rattling noise a Needler makes when excited. Needle Blights often grow in groups, and are a sign that something even more evil lurks near by.

SHRIEKER

More like the eyes and ears of other blights, shriekers are dependent organs who mimic the screams of victims that died to other nearby blights.

VINE BLIGHTS

Having consumed the power of enough Ego, Vine Blights are a large tangle of ivy vines that form into a flower-like protrusion resembling something of a mouth. Cunning, but slow, a Vine Blight will remain motionless until an unsuspecting adventurer falls into their range, and then wrap its vines around them and drags the creature towards it. After strangling the life from it the blight leaves it to decay and fertilize its roots. It often taunts its captured prey, feeding on the pain and anguish as it laughs in the voices of those who had fallen to it in the past.

VIOLET FUNGUS

Violet fungus do not wait for their victims to die before draining the life from them, silently waiting for victims to walk nearby their grasp.

GAS BLIGHT

Tiny plant, neutral evil

Armor Class 5

Hit Points 1 (1d10 - 4)

Speed 0 ft., fly 10ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1(-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 30ft. (blind beyond this radius), passive Perception 5

Languages -

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's lungs, and give them a nasty cough. They are considered poisoned until the disease is cured. If the creature dies while diseased, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

ACTIONS

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature.

Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 13 (unarmored)

Hit Points 11 (2d8 + 2)

Speed. 10ft, climb 10ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60ft. (blind beyond this radius),
passive Perception 9

Languages Understands, but cannot speak, Norman.

Challenge 1/4 (50 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit,
reach 5 ft., one target.

Hit: 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +5 to hit,
range 30/60 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

SHRIEKER

Small plant, neutral evil

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30ft. (blind beyond this radius),
passive Perception 6

Languages -

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

REACTION

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Any spellcaster concentrating or attempting to cast a spell must make a DC 12 Wisdom saving throw or the spell fizzles

VINE BLIGHT

Large plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Skills Stealth + 1

Condition Immunities blinded, deafened

Senses blindsight 60ft. (blind beyond this radius),
passive Perception 10

Languages Norman

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit,
reach 10ft., one target.

Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for non plant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing it self or another entangled creature within reach on a success.

VIOLET FUNGUS

Small plant, neutral evil

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30ft. (blind beyond this radius),
passive Perception 6

Languages -

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit,
reach 10ft., one creature.

Hit: 4 (1d8) necrotic damage.

GHOUls

When the soul departs to the Underside it leaves the body an empty husk, like a pot drained of water. Normally these bodies would be burned because those vessels are prime for thoughts and emotions looking to fill them. Ghouls are creatures filled with the tortured essence of the Underside that seek nothing else than to collect the clean souls of the living to fill the rotten voids of their own.

GHAST

Medium undersider, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Dreamer's Cant

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undersiders.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than a safar, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOUl

Medium undersider, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60ft., passive Perception 10

Languages Dreamer's Cant

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an safar, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the start of the ghoul's next turn.

GIANT CENTIPEDES

It is unnatural for the vermin of the world to grow so large. However, with the assistance of an escaped Undersider they can feed on the recursive fear they inspire.

QUASIT

Motes of nightmare that have bubbled up to the surface, quasits often take the form of smaller creatures that scare us in the dark such as bats, centipedes or rats. They prefer to burrow into a creature's mind before burrowing through their head.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30ft., passive Perception 8

Languages -

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

QUAIST

Small Undersider (Demon), Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 14 (6d4)

Speed 40 ft., climb 40ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	14 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses *Scare*.

GOBLINS

Goblins are the Fae servants of the Fool. They are foul to perceive, often using that fact to their advantage to go unnoticed. As servants of the Fool, their task is to make the world old. They rust metal, paint moss and sprinkle dust. Goblins vary in shape and size and grow asymmetrically. Regardless of their task, every goblin is skittish, looking to flee from conflict if found alone. If you happen across one of their home, however, goblins find courage in groups and don't mind the taste of Norman flesh.

DUSTERS

Dust goblins are long, skinny things with tiny wings. Their skin is incredibly flaky and their hair long and wispy. From a tiny bag on their waist they sprinkle dust on unmoved things, preferably while nothing else is moving nearby. It is said that you can ward off a Duster by always making sure to drag a cloth across your furniture once a week.

MOSSERS

Wide with stubby arms and legs, Moss goblins are covered in boils and paint rocks and trees with moss on things. To them, every brushstroke is a masterpiece worthy of awe. They prefer places with access to fresh water or heavy dew and are very reclusive, preferring to stay away from the busyness of city life. The best way to ward a mosser away is to make plenty of noise, have conversation, and keep a warm fire at night (although these may attract other creatures).

MUSHERS

Egg-shaped and mostly mouth, Mushroom goblins plant, groom and paint mushrooms and mold on forgotten things. They prefer to work in the dark, preferably somewhere warm and damp. To keep a musher away, always keep your shutters open on a sunny day, and be sure to keep your closets clean and free of standing water.

RUSTERS

The biggest and most picky of all goblins, Rust goblins believe in the fine cuisine that is metal. Although a slow process, rusters lick iron, copper, brass and all the other metals, producing a powdery substance that slowly eats away at the metal and fills their bellies. They greatly dislike the taste of oils however, if you wish to keep your armor strong and your blades sharp.

DUSTER

Small fae (goblin), chaotic-neutral

Armor Class 12 (unarmored)

Hit Points 17 (5d6)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +6

Senses darkvision 60ft., passive Perception 12

Languages Gobbish

Challenge 1/2 (100 XP)

Death Sneeze. When the duster dies it can immediately make a *Blinding Breath* attack, even if it is on recharge.

Innate Spellcasting. The duster can innately cast *sleep* as an action once per day, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The duster exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MOSSER

Small fae (goblin), chaotic-neutral

Armor Class 13 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	12 (+1)

Skills Stealth +6

Senses Darkvision 60ft, passive Perception 9

Languages Gobbish

Challenge 1/4 (50 XP)

Fetid Corpse. 1d4-1 rounds after its death (a 0 means immediately), a mosser's corpse explodes in a caustic cloud in a 5ft radius. All non-goblin creatures must make a Constitution saving throw (DC 10) or take 1d6 poison damage. On a successful save, creatures take half damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit;

Reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage. The target must make a Constitution saving throw (DC 10) or take 1d6 poison damage. On a successful save, creatures take half damage.

MUSHER

Small fae (goblin), chaotic-neutral

Armor Class 12 (unarmored)

Hit Points 11 (2d6 + 4)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +6, Survival +3

Senses Darkvision 60ft, passive Perception 11

Languages Gobbish

Challenge 1/4 (50 XP)

Mushroom Field. A Musher who dies turns into a small patch of poisonous mushrooms. Should any creature pass through the spot where the Musher died, it can make a *Sapping Mushroom* attack against them, even though they are dead. This field lasts 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit;

Reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Sapping Mushroom. *Melee Weapon Attack:* +4 to hit;

Reach 10ft., one target

Hit: The target must make a Constitution saving throw (DC 12) or have a tiny spore attach to their skin. At the beginning of the afflicted creature's turn, it takes 1 necrotic damage, cannot concentrate on spells or recover health. The spore can either be washed off by completely submersing the creature in water, or by ripping the newly growing mushroom as an action and dealing 1 damage to themselves.



RUSTER

Small fae (goblin), chaotic-neutral

Armor Class 16 (damaged armor and shield)

Hit Points 22 (4d6 + 8)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +5

Senses Darkvision 60ft, passive Perception 9

Languages Gobbish

Challenge 1/2 (100 XP)

Metal Scent. The ruster can pinpoint, by scent, the location of metal within 30 feet of it.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit;

Reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage, and then can use its *Lick* as a bonus action.

BONUS ACTIONS

Lick. The ruster corrodes a nonmagical metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot length of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the ruster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it

takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

GNOMES

As servants of the lady, gnomes are furtive, ugly creatures whose purpose is to manage the spirits of the living and dead. It is from them that babes cry, and to them we speak our last wish. They guide the lingering souls of the dead to their place in the Underside and ensure it stays there.

While preferring to never be noticed in their tasks, a cornered gnome will fight back.

SCARECROW

Magic is not a persistent force in the Axis. All magic requires life to be maintained. And while most are willing to agree to these terms, the fae know the tricks to subvert these rules by giving their creations the life of others.

SCARECROW

Medium humanoid (abomination), lawful evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses darkvision 60ft., passive Perception 10

Languages understands Norman, Gnommish

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit,

reach 5 ft., one target.

Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

TOMTE

Farmlands are an abundant source of life from the goats and sheep to the swaying grasses and tree. A tomte acts as midwife to the many farm animals found within, as long as they are treated with respect and given porridge every night. A tomte treated poorly or neglected (even if the inhabitants of the farm never knew of their existence) might play dirty tricks on the farm workers, such as souring milk or stealing hay from the fields.

While most tomte would leave a farm in which they are continually neglected, some feel that they can not leave a job half finished and will continue their work however best they can while still removing the threats to their own well being. Such seething hatred will warp a gnome into a monstrous creature who can wield their pain into a weapon.

TOMTE

Small fae (gnome), neutral-evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60ft., passive Perception 11

Languages Norman, Gnomish

Forgotten Existence. Through a combination of disgust and stealth, a Tomte can go through life unseen until it is ready to be seen. As long as a Tomte is not directly interacting with any creature it is considered to have the *Invisibility* spell cast on it.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the tomte and can see the tomte's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tomte is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tomte's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the tomte's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the tomte.

ACTIONS

Pointy Hat. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The tomte targets one frightened creature he can see within 30 feet of him. If the target can see the tomte, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

HOOK HORROR

A non-inventive name given by frightened hunters, the hook horror is a mostly subterranean creature that has the body of a walrus, the face and feet of an eagle and two large, razor-sharp bones protruding from their arm-flippers. While naturally poor of sight, hook horrors can “see” through a series of clicks from their tongues, allowing them to pinpoint moving creatures in total darkness.

Highly territorial with other species, it is not uncommon for hook horrors to hunt in packs to take down larger prey, or fight larger predators (such as bears) for territory. Due to the inefficiency of their sight during rain or snow, hook horrors typically remain underground during the winter, feasting on the other creatures hiding from the frigid storms.

HOOK HORROR

Large monstrosity (chimera), neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Senses blindsight 60ft., darkvision 10ft.,

passive Perception 13

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The hook horror makes two hook attacks .

Hook. *Melee Weapon Attack:* +6 to hit , reach 10ft., one target.

Hit: 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Unimpeded. As a bonus action the Hook Horror can move unimpeded by difficult terrain, creatures and places it would be considered squeezing without provoking opportunity attacks.

Drawback. If the hook horror hits with one of its Hooks, they may attempt to trip the target as a bonus action.

HORROR HATCHLING

Small monstrosity (chimera), neutral

Armor Class 12 (natural armor)

Hit Points 18 (2d10 + 2)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	4 (-3)	10 (+0)	11 (+0)

Skills Perception +2

Senses blindsight 60ft., darkvision 10ft.,

passive Perception 12

Challenge 1/4

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

Annoying Chatter. Any spellcaster ending their turn within 20ft of the Hatchling must make a concentration check (DC 8) to maintain concentration on their spells.

Playful. If at least two hatchlings are adjacent to the same creature, they may attempt to trip that creature as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.

Hit: 5 (1d6 + 2) piercing damage.



SAMMANFOGA

The Sammanfoga are creatures left in the wake of the "Merging," Coyote's attempt at crossbreeding human's with all of the Lady's creations to "win" at making the most creatures by matching her count, plus one.

Most Sammanfoga are insane monsters, twisted in their forms. Others are simply more intelligent breeds of their beastial brethren.

SHIELD BOAR

Named for the shields they have taken from fallen would-be hunters, Shield Boars are leaders among normal boar. Using their intelligence and charisma to keep small teams alive, their hides are often marked with the scars of battle. Fights with them is fierce, for their strength and ferocity matches well with their limited, but capable, wit.

SHIELD BOAR

Medium beast (sammanfoga), lawful-neutral

Armor Class 14 (natural armor and shields)

Hit Points 24 (3d8 + 6)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	12 (+2)	12 (+1)

Skills Athletics +4; Survival +3

Senses passive Perception 11

Languages Understands, but can't speak, Norman

Challenge 1/2 (100 XP)

Ramapage. When the shield boar reduces a creature to 0 hit points with a melee attack on its turn, the boar can take a bonus action to move up to half its speed and make a tusk attack.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +4 to hit;

Reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

SPIDERS

From the deepest reaches of the crashed elven ships did the first spiders rise to the surface of the Axius. Children of the Hunger, these creatures are insatiable in their feeding and grow ever larger with every meal. These creatures must be crushed, lest they infect our minds and eat our bodies.

GIANT SPIDER

Large aberration, true neutral

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Senses blindsight 10ft., darkvision 60ft., passive

Perception 10

Languages-

Challenge 1

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed *save*, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, *even* after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60ft., one creature.

Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SPIDER SWARM

Medium swarm of tiny aberrations, true neutral

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10ft., passive Perception 8

Languages -

Challenge 1/2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit,

reach 0 ft., one target in the swarm's space.

Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

THE MEN AND WOMEN OF HOSTADD

The people of Hostadd are a brave, hearty race. Even the children of this small fishing village know how to wield of blade. One should always be wary of starting a fight within the town's borders, because you never know who is looking for a good brawl.

NORMAN WARRIOR

Medium humanoid (norman), Lawful Neutral

Armor Class 17 (Scalemail and Shield)

Hit Points 22 (2d10+6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Skills Athletics +4, Intimidate +2

Senses passive Perception 10

Languages Norman

Snow Sight. The warrior does not suffer penalties to vision due to natural fog, rain or snow up to 30ft around them.

ACTIONS

Handaxe. *Melee or Ranged Attack:* +4 to hit, reach 5ft or ranged 30/60ft., one creature
Hit: 7 (1d6+4) slashing damage.

NORMAN HUNTER

Medium Humanoid (Norman) Lawful Neutral

Armor Class 14 (Hide Armor)

Hit Points 20 (2d10+4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Norman

Snow Sight. The hunter does not suffer penalties to vision due to natural fog, rain or snow up to 30ft around them.

Favored Enemy. The hunter deals an additional +2 damage to animals.

Hunter's Eye. As a bonus action the hunter can choose a creature it can see as its Mark. As long as the creature is Marked the Hunter deals 1d6 extra damage on a hit, and the hunter has Advantage on all attempts to track its Mark. The hunter can only have one Mark at a time, and each use overrides the last.

ACTIONS

Shortbow. *Ranged Attack:* +6 to hit, ranged 80/320ft., one creature
Hit: 5 (1d6+2) piercing damage.

Shortsword. *Melee Attack:* +4 to hit, reach 5ft., one creature.
Hit: 5 (1d6+2) piercing damage.

HENRIG TORIKSON

Medium Humanoid (Norman), Lawful Evil

Armor Class 15 (Scalemail)

Hit Points 32 (2d12+1d8+9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +5, Intimidation +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Norman, Dreamer's Cant

Level 2 Barbarian, 1 Warlock

Snow Sight. Henrig does not suffer penalties to vision due to natural fog, rain or snow up to 30ft around them.

Rage (2/day). As a bonus action Henrig can enter a raged state. During rage Henrig deals +2 damage on melee attacks and has resistance to bludgeoning, piercing and slashing damage. Rage ends on any round Henrig does not attack a creature or take damage.

Reckless Attack. When Henrig makes his first attack he can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls this turn, but attack rolls against you have advantage until your next turn.

Danger Sense. Henrig has advantage on Dexterity saving throws against effects that he can see, such as traps and spells.

Uncertain Dreamer. Henrig is unknowingly a 1st-level warlock. His spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has one 1st level spell slot that recovers on a short rest and knows the following spells:

Cantrips (at-will): *Blade Ward*, *True Strike*

Spells: *Hellish Rebuke*

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature.

Hit: 9 (1d12+3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft. or 60/120ft., one creature.

Hit: 6 (1d6+3) piercing damage.

TORIK KLYVERBJORN

Medium Humanoid (Norman), Lawful Neutral

Armor Class 17 (Splintmail)

Hit Points 54 (5d10+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Skills Athletics +6, Intimidation +4, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Norman, Draconic

Level 5 Fighter

Snow Sight. You do not suffer penalties to vision due to natural fog, rain or snow up to 30ft around you.

Action Surge. On Torik's turn he may choose to make one additional action. Torik must take a short or long rest before being able to use this ability again.

Over Imposing. The first time Torik hits a humanoid creature with a melee attack each round they must succeed a DC 14 Charisma saving throw or be knocked prone and frightened until the end of their next turn.

ACTIONS

Multiattack. Torik can make two *Battleaxe* or *Javelin* attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature.

Hit: 9 (1d8+5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or 60/120ft., one creature.

Hit: 6 (1d6+3) piercing damage.

APPENDIX C - NEW SPELLS

DIRT CLOD

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a tightly packed hunk of dirt and throw it. The target must succeed a Dexterity saving throw or take 1d8 bludgeoning damage and be pushed 5ft. The spell's damage increases by 1d8 when you reach 5th level (2d8).

MUD

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You turn a 1 inch surface of a 5ft square of dirt or stone into mud, or a 5ft square of mud into tightly packed dirt. This mud is difficult terrain, and any Large or smaller creature entering the square or ending their turn in it must make a Dexterity saving throw or fall prone. At 5th level you can make two adjacent 5ft squares of mud, or turn mud into dirt.

EARTH SHARD

Level 1 Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You violently thrust a 10ft pillar of stone from the earth. Choose a 5ft square. If a creature is standing in that space they must make a Dexterity saving throw or take 2d8 bludgeoning damage, be pushed out of the square and are knocked prone. If they succeed they do not take damage and are not knocked prone, but are still moved 5ft in a direction of their choice. The space is considered occupied by the pillar until dismissed as a bonus action or it is destroyed (AC 15; 10 HP).

You may only cast this spell if dirt or stone is present within a 10ft of the target area.

At Higher Levels. Casting this spell using a 2nd level or higher slot increases the damage by 1d8. Casting this spell using a 3rd level slot lets you create two pillars within range.



APPENDIX D - RANDOM ENCOUNTER TABLES

Abandoned Cart. This abandoned cart has been picked clean by scavengers, man and animal alike. If the party wishes to dismantle the cart have them make an Investigation or Artisan Tool (Carpenter, Smith, Tinker or Woodcarver) check. For each unique check the hunter receives double their result as gp worth of crafting supplies. The number the party rolled to obtain this result turns into "Uneventful."

Ancient Corpse. You find an ancient corpse. If this event happened during travel, the party may search the body to find 1 momento. If this event happens during a rest the party must either find a new spot to camp (re-rolling on the encounter table) or risk whatever beast had made this corpse (roll twice on the encounter sheet; If a monster encounter is rolled the party encounters them).

Awful Weather. A chilling thunderstorm builds from the northern seas. The party must either seek shelter (wasting the day) or make a DC 14 Constitution saving throw. On a failure a hunter receives a level of exhaustion and catches a cold (their exhaustion level is considered at least 2 until they succeed a Constitution saving throw DC 14 after a long rest in a dry, warm environment, or are cured of the disease magically).

Cave In. The party must succeed a DC 12 Dexterity saving throw or take 2d6 bludgeoning damage.

Centipedes. The party encounters 2d4 Giant Centipedes who attack from above. Roll a 1d20+1. If the roll is higher than the hunter leading the marching order's Passive Perception, a centipede gets a surprise round to attack.

Dire Bees. The party encounters a wild Dire Bee. The party can either leave or follow the bee and enter an encounter with 1d4 dire bees. Successfully fighting off the swarms results in 2d10 lbs Dire bee honey, which each pound can either be eaten as a ration or distilled by an alchemist or herbalist into healing potions. Each pound of honey used in this process counts as 5gp of materials.

Dried Black Jellyfish. In the hunter's path lies what appears to be a dried, rubbery and black jellyfish. Touching any part of the jellyfish with bare skin or thin gloves releases a toxin into the hunter. They must make a DC 14 Constitution saving throw or relax in such a happy, blissful state that they wish to do nothing else but sit in the grass under the shade of the tree and smile for the next hour. During this hour the hunter is considered Poisoned and Incapacitated. Once the jellyfish has used its toxin once, it shrivels up further into nearly nothing.

Fairie Circle (Unattended). In the middle of a pleasant field sits an old stump surrounded in a circle of drooping, poisonous mushrooms.

Fairie Circle (Crowning). As the party is traveling a small mote of light drifts across their path in a jingle of tiny

SOUTHERN NORRSATE

ROLL	OCCURRENCE
1-25	Uneventful
26-35	Unusually Pleasant
36-50	Small Game
51-60	Large Game
61-63	Hunting Party
64-66	Abandoned Cart
67-70	Roadside Grave
71-78	Poor Weather
79-80	Awful Weather
81-83	Shield Boars
84-88	Wild Dogs
89-90	Dire Bees
91	Ghouls
92-94	Hook Horrors
95-96	Fairie Circle Unattended
97	Fairie Circle Crowning
98	Fairie Circle Tricking
99	A dried black jellyfish
100	The sight of a White Stag

SOUTHERN NORRSATE (SUBTERRANEAN)

ROLL	OCCURRENCE
1-25	Uneventful
26-35	Eerie Silence
36-50	Small Game (Subterranean)
51-60	Haunting Presence
61-63	Watchful Presence
64-66	Lingering Dream
67-70	Ancient Corpse
71-78	Cave In
79-80	Flooding
81-83	Centipedes
84-88	Spider Swarms
89-90	Goblin Hunting Party
91-94	Ghouls
95-99	Inky Black Jellyfish
100	The sight of a White Stag

bells. It stops for a moment and turns to the party, jingling bells and continues to do so until it sees the party either follow or leave. If anyone in the party knows "Belle," the light is asking the party to join them. If the party follows, in the middle of a pleasant field sits an old stump surrounded in a circle of sprightly mushrooms. The dusking sun gives the air the sight of enchantment as the light jingles in excitement over the stump. If a hunter decides to enter the mushroom circle and stand on top of the stump more fairies will join in, jingling in a circle around the hunter, gathering flowers into a small wreath and placing it on the hunter's head. The hunter is filled with joy and will have to willingly stop themselves from dancing atop the stump with the fairies swirling about them.

The hunter is now the king/queen of the fairies on Norrsate. They now know Belle if they didn't before, and their flower crown will never wilt. While wearing the crown the hunter has advantage on all Charisma checks and saves when dealing with fairies.

Any further rolls of 95-98 on this encounter list become "Unusually Pleasant."

Fairie Circle (Tricking). As the party is traveling a small mote of light drifts across their path in a jingle of tiny bells. It stops for a moment and turns to the party, jingling bells and continues to do so until it sees the party either follow or leave. If anyone in the party knows "Belle," the light is asking the party to join them. If the party follows, in the middle of a pleasant field sits an old stump surrounded in a circle of sprightly mushrooms. The dusking sun gives the air the sight of enchantment as the light jingles in excitement over the stump. If a hunter decides to enter the mushroom circle and stand on top of the stump more fairies will join in, jingling in a circle around the hunter who will begin to float into the air. Magic holds the hunter still unless they can succeed at a DC 16 Charisma saving throw. While in stasis the fairies begin to pick away at the character's backpack, armor and clothes, peeling them away in search of treasures and dropping everything else on the ground around them. Hunters not involved in the Tricking can attempt a DC 14 Charisma saving throw to enter the mushroom circle and help the Tricked hunter. Otherwise the Tricked hunter's armor and clothing is considered broken and any item in their backpack that weighs one pound or less is stolen. The fairies then scatter into all directions giggling in their jingles and the magic is broken.

Flooding. The storm outside causes the underground passageways to flood. Treat as "awful weather," except the party must succeed a DC 12 Strength or Intelligence check or take 4d6 bludgeoning damage from being tossed about by the flood waters.

Eerie Silence. Sometimes the worst sound someone could hear is nothing at all. In an unsettling place, minds are left to wander dark paths and make their own horrors. Each hunter who is on watch must make a DC 10 Wisdom

saving throw or gain a level of exhaustion from troubling thoughts.

Ghouls. The party encounter a pack of ghouls feeding on a hunter's corpse. Encounter with a 1d4 ghouls and 1 ghast. Succeeding in this encounter gives each hunter 2 Reputation Points.

Goblin Hunting Party. The party encounters 1d4-1 Mossers, 1d4-2 Musers and 1d4-3 Rusters on patrol.

Haunting Presence. Ghosts, dreams or shadowy beings, something waits just outside your camp. Any hunters on watch must make a DC 12 Wisdom saving throw or they lose a hit dice that does not recover on their next long rest. If a hunter makes their save, they can attempt to deal with the presence. Have them make a DC 14 Charisma check (Deception, Intimidation and Persuasion may apply). If they succeed the presence disappears and any later watch doesn't need to make saving throws for this event.

Hook Horrors. The party hears the unforgettable clicks of a hook horror. They can avoid the encounter with a Team Stealth check (DC 13). Otherwise an encounter with 1d2 Hook Horrors.

Hunting Party. You meet with another group of hunters and trade information about the roads and forest. Roll a d100 and consult the encounter list. This represents the information the hunters give the party. Should the party wish to investigate, they can forgo rolling their next random encounter and use this number instead.

Inky Black Jellyfish. Floating through the air is a black jellyfish. Its form seems to absorb light. It lazily floats towards the party. Choose a hunter at random. The jellyfish makes an attack (+6 attack bonus). On a successful hit the hunter must make a DC 14 Constitution saving throw or feel immense happiness and the jellyfish's stingers begin to burrow into the hunter's skin. For the duration they are considered poisoned and incapacitated. The jellyfish can be removed with a DC 12 Strength check, dealing 2d6 damage to the inflicted hunter, or a DC 14 Medicine check without any damage. After the jellyfish is removed it begins to shrivel up, but the inflicted hunter remains in their blissful state for one hour.

Large Game. Your hunting efforts result in bagging a deer, boar or other larger creature. The party gains 10d10 lbs of meat (or an equal amount of rations) and half as many pounds in leather and furs.

Lingering Dream. The party is left with a singular sensation from their dreams or thoughts that won't escape them. Until their next long rest, each hunter can attempt a DC 10 Intelligence check to solve this lost mystery during a short rest. Until they do so they have disadvantage on all other Intelligence checks and saving throws as their minds are occupied.

Poor Weather. Light rain and chilling winds tire out the party. They must either seek shelter (wasting the day) or make a DC 10 Constitution saving throw. On a failure a hunter receives a level of exhaustion.

Roadside Grave. The hunters come across a small grave marker, uncommon in Norman lands. It is uncertain what lies below. Whether be it bones or treasures it is to the Lady's bane to disturb such a place. Mark the approximate location of the grave on the map and replace the rolled number with "Uneventful" on the Random Encounter list. Each grave is determined by their unique number. Digging through any grave results in the following curse, unless accompanied by the Speaker of Water who inducts final rites on the bodies.

While the character sleeps, they are tormented by nightmares, receiving no restful sleep. They do not receive the benefits of a Long Rest when a Long Rest is taken, and receive a level of Exhaustion. The only way to rid of this curse is to plead with the Lady in your dreams (once per long rest), requiring a Persuasion check (DC 14), or by being pardoned by a Speaker of Water.

67. A History check (DC 14) reveals this to be a marker of the Order of the Dragon, a western organization of knights dedicated to upholding the Lord's Laws. Inside this carefully dug grave lies the remains of a knight clad in tarnished armor holding a greatsword. With some repairs the armor could become a breastplate, and the greatsword just needs some cleaning.

68-69. A Religion check (DC 14) reveals this gravestone to have been placed by a gnome. This occurs when a body naturally dies in a forgotten place. Shallowly in the dirt, under the peat moss are a collection of bones holding tightly onto the hilt of a sword missing its blade. Though the party wouldn't know, this is the location of the woman in the myth of the *Molnspjut*, having escaped after the battle with the shattered sword of her lover, and will be relevant later.

70. Perhaps it was with time, but attempting to dig through this grave results in nothing but wasted time.

Shield Boars. The party encounters a Shield Boar and their posse. The party can either leave or enter an encounter with 1 shield boar and 1d4 boars.

Sight of the White Stag. The hunters catch a glimpse of a White Stag. Symbols of the Lord himself, the party feels blessed for such an occurrence. If this is the first time the party has witnessed the White Stag, they gain his blessing: before rolling a d20, you can instead invoke this blessing. If you do, you treat the result of that roll as a 20 and are no longer considered blessed. If this is not the first time seeing it, the party may either choose to witness it again and gain the effects of the the blessing, or they may try and hunt it. Three consecutive successful DC 18 Survival checks will allow the party to hunt the beast. The effects of the blessing may not be used to hunt the White Stag. The party receives 100lbs of meat. Wearing the beast's pelt (whether as armor or cloak) grants the wearer the effects of the *Shield of Faith* as long as they wear it. Any weapon made of the beast's antlers is considered to have the *Divine Favor* spell cast on them.

Failing or succeeding at hunting the White Stag prevents sighting it ever again. Reroll any 100 on any further

random encounter lists.

Small Game. Your hunting efforts result in catching a few rabbits, foxes, quails, berries or other sources of food. The party gains 2d6 lbs of food (or an equal amount of rations), and half as many pounds of pelts and/or feathers.

Small Game (Subterranean). Your hunting efforts result in catching a few bats, weasels, mushrooms or other sources of food. The party gains 2d6 lbs of food (or an equal amount of rations), and half as many pelts.

Spider Swarms. The party encounters 2d2 Spider Swarms.

Uneventful. Nothing worthy of noting.

Unusually Pleasant. Good weather, calm ambiance and steady travel result in relaxing the party. They may remove one level of exhaustion.

Watchful Presence. There is something intelligent in the shadows over your camp, though it feels neither malevolent or deceitful. Have the first member of the watch make a DC 14 Charisma saving throw (which they can intentionally fail). Doing so takes one hit dice from the watcher that isn't recovered this rest. In return the presence watches over the camp and there is an exceptional calm in this location. Each hunter may recover an additional exhaustion level during their next long rest (which may take effect immediately if the party is already resting). If the hunter succeeded the saving throw the hunter takes no hit die damage and the presence disappears.

Wild Dogs. The party encounter a pack of feral dogs. Encounter with 2d4 Wild Dogs.